



## **Rí & Aire Training Manual**

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### **Welcome**

As a Rí or an Aire this manual has been designed for you to help you to understand what your job is and to help you to do it better.

### **CONTENTS**

#### **1. Rí's Job**

This gives the Rí a list of things that they should and should not do as the Rí in charge of a clann. It also give a list of scout skills that the Rí should know and have completed.

#### **2. Aires's Job**

This gives the Aire a list of things that they should and should to help the Rí in charge of a clann. It also give a list of scout skills that the Aire should know and have completed.

#### **3. Discipline**

This is not about you being quite and standing up straight for drill, but how you can help the smooth running of the macaoimh cath, by doing your job as a Rí or Aire in your clann and what you should not do.

#### **4. Locations for Hikes & Weekends**

This is a list of locations of weekends, hikes and activities that have been undertaken my macaoimh caths in our region. You should add to this list with your own ideas. (Fact sheets G-004 & G-005)

#### **5. Rí's Council**

The Rí's Council is a new idea that we are introducing for the first time in our region and we need your help.

The Rí's of all clanns form the Rí's Council and this should meet separately with the Macaoimh leaders to help decide the programme and activities.

Part of the job of the Rí's Council is to come up with new ideas. The leaders will still do the final planning but the Rí may help with the programme where necessary.





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### **What is a Rí ?**

The Rí is the macaoimh in charge of the clann. The Rí is assisted in his/her job by an Aire. There is normally six macaoimh in each clann.

### **So what should the Rí do ?**

1. Take Charge of the Clann
2. Lead by Example
3. Ensure the clann stands at "Alert" or "At Ease" when asked when the leader calls the command.
4. Check all macaoimh in their clann for correct uniforms before a uniform inspection.
5. Arrange the clann for games and projects. This involves ensuring that the game or project is completed properly.
6. Make sure that ALL macaoimh in the clann join in clann games.
7. Make sure that ALL macaoimh help and contribute to clann projects.
8. To help run games or project where requested by your leader.
9. Make use of the Aire when splitting a clann into two for games or projects.
10. Report to the leader any accident straight away or any macaoimh that is being continuously disruptive.

### **What should a Rí NOT do ?**

A Rí should not "boss" other macaoimh around.

A Rí should not push or shove macaoimh in the clann in order to get them in line or don things. Remember : It's nice to be nice !

A Rí should not hog projects or games, put should make sure that everyone joins in.

A Rí should not shout orders or abuse at other macaoimh. Remember bullying can be verbal as well as physical. Bullying normally carries a suspension for a number of weeks.

### **What Scout Skills should a Rí have ?**

In order to be a good Rí – a macaoimh should have spent at least one year in the macaoimh cath and have completed the Investiture requirements and be invested into the macaoimh cath.

A Rí should be undertaking the Silver or Gold Arrow badge.

#### ***Rope work***

A Rí should be able to do the following basic knots: Reef Knot, Clove Hitch, Figure of Eight and the Bowline.

#### ***Tracking Signs***

A Rí should know the tracking signs in the Macaoimh badge book and how to lay out and follow a tracking trail.

#### ***Country Code***

A Rí should know the country code and use it in practice on hikes and when outside to respect our environment.

#### ***Map & Compass***

A Rí should be able to read a map and understand the symbols on a map and how it relates to reality.

A Rí should also be able to find North using a compass and take a bearing.

**Remember our Motto: Be Prepared**



## **Rí & Áire Training Manual**

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### **What is an Áire ?**

The Áire is the macaoimh second in charge of the clann. The Rí is in charge of the clann and the Áire assists them in their job. There are normally six macaoimh in each clann.

### **So what should the Áire do ?**

1. Assist the Rí in taking charge of the clann.
2. Lead by Example
3. Take charge of the clann in the absence of the Rí
4. Ensure the clann stands at "Alert" or "At Ease" when asked when the leader calls the command.
5. Make sure that ALL macaoimh in the clann join in clann games.
6. Make sure that ALL macaoimh help and contribute to clann projects.
7. Where a clann is split into two groups, the Áire should take charge of one of those groups with the Rí in charge of the other.
8. An Áire should help other macaoimh in the clann with their badge work.
9. Report to the leader any accident straight away and inform the Rí of any macaoimh that is being continuously disruptive.

### **What should a Áire NOT do ?**

An Áire should not "boss" other macaoimh around.

An Áire should not push or shove macaoimh in the clann in order to get them in line or do things. Remember : It's nice to be nice !

An Áire should not shout orders or abuse at other macaoimh. Remember bullying can be verbal as well as physical. Bullying normally carries a suspension for a number of weeks.

An Áire should not overrule a Rí. The chain of command should be respected and the Áire should do what the Rí asks him or her to do within reason.

### **What Scout Skills should a Áire have ?**

In order to be a good Áire – a macaoimh should have spent at least one year in the macaoimh cath and have completed the Investiture requirements and be invested into the macaoimh cath.

An Áire should be undertaking the Bronze or Silver Arrow badge.

#### ***Rope work***

An Áire should be able to do the following basic knots: Reef Knot, Clove Hitch and the Figure of Eight

#### ***Tracking Signs***

An Áire should know the tracking signs in the Macaoimh badge book and how to lay out and follow a tracking trail.

#### ***Country Code***

An Áire should know the country code and use it in practice on hikes and when outside to respect our environment.

#### ***Map & Compass***

An Áire should be able to read a map and understand the symbols on a map and how it relates to reality.

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### **Discipline**

Every club you join has a chain of command (who is in charge) and their own rules. Macaoimh are no different. The following is the Chain of Command in a Macaoimh Cath:

**Leader**

**Rí**

**Áire**

**Macaoimh**

In order to run a macaoimh cath smoothly all macaoimh should respect this chain of command.

This means that if a leader asks you to do something you should do it, similarly, an Áire and Macaoimh should do what the Rí asks, during a project or a game or in the general meeting.

### **Macaoimh in your Clann**

You may find that not all macaoimh in your clann are as helpful as they could be when it comes to doing things they are supposed to.

It is important to **EXPLAIN** to the macaoimh what they should be doing quietly.

You should **NOT** shout, be abusive, push, shove or hit any macaoimh. This is called bullying.

**BULLYING** can be verbal or physical and either way normally results in the bully being suspended. Scouting is for all.

If a macaoimh in your clann is messing a lot, you can move him or her up next to the Rí or Áire and you should also bring this to the attention of the Leader if he / she continues to mess.

Sometimes people mess because they are afraid or do not know what to do, or may not know many people. You should always get all Macaoimh in your clann to **PARTICIPATE** in all activities so nobody feels left out.

### **Rí's Council**

The Rí Council is made up of the Rí of each clann and should meet separately to the main macaoimh meeting. (Maybe after the main meeting for 10 minutes once a month)

If your cath has an Ard Rí, then he/she will be the chairman of the Rí's Council.

### **What does it do ?**

The Rí's Council has three main functions:

#### **1. Planning**

You can help planning the programme for the macaoimh cath by letting your leader know the activities that you enjoy doing. For example games, projects, places for hikes.

It is also important to let the leader know of new ideas or new places to go.

Attached are a list of some places for weekends or hikes. It is a good idea not to go to the same places all the time, but to try new places and activities as well.

The leaders when they are making out the programme will keep these in mind but can't always do all the suggestions on the grounds of cost, insurance or safety, so don't expect to go parachute jumping ! Be realistic but also creative!

#### **2. Implementing**

If you suggest an activity or game, the leader may ask you to help run that game particularly if it is new. You should be prepared to help out when asked with the programme.

#### **3. Review**

This is very important, you must look back at the meeting, activities, hikes and let the leader know the good points **AND** the bad points. This will help when planning future programmes and hikes.



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This is also a good time to let the leader know of any problems you might have with the programme or macoimh in your clann. If you need help, this is also a good time to ask for it.