Group Identity

In OSG, groups are identified using a name, a number, and a neckerchief design. Creating those from the outset solidifies your group's identity and can help with recruiting prospective families, as well as getting traction from local media.

Name and Ordinal

Each OSG group has a unique number (ordinal) and name, usually of some local significance. You will want to run your ordinal by National to ensure that your group is the only one using it. Some groups use a local area code or number of importance to them, others just pick one that sounds good.

Group names will ideally connect your scouts to the community/region you serve and scout in. Groups often draw inspiration from local flora and fauna, places, and historic names. If you are looking for ideas, reaching out to your regional commissioner or other GSMs is a good idea.

Keep in mind that long or complicated names may present challenges when it comes to things like shoulder flash or social media platforms. Names should also be significant, not just to you, but to all the scouts who will be participating in your group, including those from different backgrounds and communities.

Other considerations for names:

- Avoid city names - if another group joined in your area, would it seem odd to have only one group named after your city when there are two groups located there?
- Avoid exclusionary names or those that celebrate individuals/places/events which would reflect poorly on OSG
- Be careful when considering indigenous or tribal names, which could be considered cultural appropriation. Relevant tribal permission/blessing should be obtained in writing before adopting any indigenous people, tribe, or place names.
- Think about how the name and number sound together. You will likely be shouting the name of your group at some point, does it roll off the tongue?
- If you are considering naming a group after a specific person, think about whether that person is the best representation of your community and values and whether that name sends a message of inclusion to all.

Neckerchief ("Necker") Design

Each group has their own Necker design. Neckers are square and should only feature colors and geometric borders/shapes. Embroidered and silkscreened designs and other embellishments are not allowed. Groups may have the same design as another group in a different colorway, or use the same colors in a different design, but may not have the same design and colors.

Group neckers should not be more than half red or half brown, as those are the colors reserved for HQ

and Lone Scouts (red) and for Brownsea Training Camp (brown).

Neckers can be purchsed from Just Neckers in Canada, although groups may also opt to make their own. There are two sizes of neckers used in the program: 32“ square neckers for Otters and Timberwolves, and 36” square neckers for Pathfinders and Rovers.

Shoulder Flash

Each OSG group has a standardized shoulder patch, called a “flash”. This is worn on the right shoulder and includes the name and ordinal of the group. They can be ordered through the quartermaster and take a few weeks to arrive. You should specify whether you have a preference for all-caps or initial caps.

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