



# **Scout Advancement Programme**

**2000**

# SOUTH AFRICAN SCOUT ASSOCIATION

## SCOUT PROGRAMME ADVANCEMENT REQUIREMENTS

2000

### **TROOP MEMBERSHIP**

Those who do not hold the Link Badge must complete the following requirements before being invested as a Scout.

- 1 Repeat from memory the Scout Promise and Law and, in accordance with your age, explain their meaning and how to carry them out.
- 2 Demonstrate correctly the Scout Salute, Scout Sign and the left handshake, and explain when each is used.
- 3 Know the Scout Motto.
- 4 Show a general knowledge of the life of the Founder, Lord Baden-Powell of Gilwell, and the spread of Scouting worldwide.
- 5 Identify the South African Anthem, Flag, Flower and Coat of Arms, and explain the history of the Anthem and the colour symbolism of the Flag.



### **Notes:**

- a) These requirements must be completed with the Troop Scouter as soon as possible and preferably within three weeks of the boy/girl joining the Scout Troop.
- b) Once a Scout has been invested he / she may complete any requirement of any advancement badge, subject to Rule 1111.3, and earn any Scout Interest Badge.

## **PATHFINDER**

### **Map Reading**

- 1 Direction:
  - a) Be able to orient a map using a compass or natural features
  - b) Understand the relationship between True North and Magnetic North.
  - c) Make a simple compass, including a rose marked with 16 points, and use it to find magnetic north.



### **Camping**

- 2 Have camped away from the Scout meeting place at least 5 nights as a Scout.
- 3 Take part in pitching and striking a tent or making and dismantling a weatherproof shelter.
  - a) Make a bed on the ground inside the tent or shelter and sleep there for one night.
  - b) Use a kit list to check and pack any personal kit required.
- 4 While on a camp, maintain personal hygiene and explain the need for it.
- 5 Lay and light a fire and use it to cook raw ingredients to serve as a meal. Explain the dangers of fires and the necessary precautions to prevent accidents.

### **Pioneering**

- 6 Know how to care for, store and hank ropes.
- 7 Make the six basic knots (reef knot, clove hitch, sheet bend, sheepshank, round turn and two half hitches, and bowline) and the fisherman's knot, and know what they are used for. Make a simple whipping.
- 8 Demonstrate the safety rules, care and sharpening of a pocketknife and hand axe or panga.

### **First Aid and Emergencies**

- 9 At a simulation staged by your Scouter demonstrate that you know what to do at the scene of an emergency, including how to report fires, accidents and crimes to the relevant emergency service
- 10 Wounds and bleeding:
  - a) Demonstrate how to clean and dress a wound.
  - b) Explain the dangers of a dirty wound and the potential HIV and hepatitis B risk caused by exposure to other people's blood. Understand the importance of the correct use and disposal of latex gloves.
  - c) Demonstrate how to maintain an open airway and control bleeding.
- 11 With another Scout, stage a role-play that demonstrates the principle of the buddy system.

### **Observation**

- 12 Play Kim's Game and, after one minute, remember correctly 18 out of 24 well-assorted articles.
- 13 Follow a nature trail of at least 20 woodcraft signs.

### **Backwoods**

- 14 Environmental Awareness:
  - a) Explore a local natural area and keep a journal of plants and animals observed at different times of one day over 5 x 20-minute visits between sunrise and sunset.
  - b) Interpret what is happening in this area and how Scouts could care for it, and write up or explain your conclusions.

### **Hiking**

- 15 Prepare for and take part in a cross-country hike of not less than 10 km and explain your choice of equipment, if any. Give a short oral report on the hike a week later to your Patrol. Half of the distance may be done on water.

### **Personal and Interpersonal Development**

- 16 Conduct the Troop flag ceremony and, in your own words, give the opening or closing prayer.
- 17 Over a one week period record ways that you have used the Promise and Law in your daily life and discuss your examples with your Troop Scouter.
- 18 Attend a campfire and participate in a Patrol skit.
- 19 Display an understanding of the relationship between your local community and the wider community by being able to describe, with the aid of simple sketch maps:
  - a) The position of local schools, police stations medical centres and community centres.
  - b) The location of you community within your Province and South Africa,
  - c) The position of South Africa on the African continent, including identifying our neighbouring countries.
- 20 Complete a Personal Growth Agreement with your Troop Scouter as the final requirement for this level.

## **ADVENTURER**

### **Map Reading**

- 1 Contribute to the route planning of a Patrol hike of not less than 10 km by being able to read a 1:50,000 map to describe the terrain in detail indicating best routes, obstacles, sources of water, emergency escape routes and possible night stops. Be able to estimate hiking speeds over different types of ground and gradients. If no map is available, draw your own sketch map of the Patrol route, to the above scale and detail.



### **Camping**

- 2 Have camped away from the Scout meeting place at least 10 nights as a Scout.
- 3 Produce a scale drawing of a standing Patrol campsite, and explain reasons for the layout. Assist in the construction of a Patrol campsite.
- 4 Demonstrate the safety requirements and be able to maintain all forms of lighting and cooking equipment used in your Patrol.

### **Pioneering**

- 5 In a practical exercise determined by the Troop Scouter, demonstrate the ability to make and put into use:
  - a) Sailmaker's and West Country whippings;
  - b) Diagonal, square, round and shear lashings;
  - c) Prussik knot, marlinspike, taut-line and rolling hitches.

### **First aid and Emergencies**

- 6 Demonstrate knowledge of methods of drawing attention to yourself in an emergency:
  - a) Ground to air signals using body and panel methods;
  - b) Whistle and smoke signals.
- 7 Explain and where appropriate demonstrate your knowledge of health hazards caused by extreme weather conditions, including the causes, symptoms, signs, prevention and treatment of the following:
  - a) Hypothermia
  - b) Hyperthermia
  - c) Sunburn / Sunstroke
  - d) Dehydration
- 8 Explain the signs and symptoms of, and demonstrate the treatment for shock, sprains, epilepsy, choking and fainting.

### **Observation**

- 9 Prepare a list of the dominant five bird species in your local area. Sketch a map of a local place and prepare a bird streak map at morning and evening for five days. Tell the story of why the birds behave as they do.
- 10 Stalking and tracking:
  - a) Be able to demonstrate the progression of stalking.
  - b) Camouflage yourself and take part in a stalking wide game.
  - c) Take part in solving a tracking story.

### **Backwoodsman**

- 11 Cook a simple but balanced supper, backwoods style, on an open fire without the use of utensils or foil. Explain how balance has been achieved in the nutritional value of the ingredients.
- 12 Visit a waterhole, beach or similar environment to make negative and positive of a variety of impressions:
  - a) Develop a bird or animal list from the spoor prints.
  - b) Interpret any human imprints as well.
  - c) Tell the story of what is happening in this area from these prints.

### **Hiking**

- 13 Select and explain your choice of personal equipment required for an overnight hike and show how to pack it.
- 14 Act as the second-in-charge on a Patrol hike of not less than 15 km including taking effective responsibility for those duties delegated to you by the Scout leading the hike, including item 1 above. Half of the distance may be done on water.

### **Personal and interpersonal development**

- 15 In a skit with another Scout or Scouts, demonstrate the effects of peer pressure. Using the Scout Law as your guide,

- bring out a lesson on peer pressure that will be of benefit to the Scouts in your troop.
- 16 With your patrol lead a discussion on one of the following social issues, relating to the Scout Law:
    - a) AIDS
    - b) Theft
    - c) Child abuse
    - d) Substance abuse (alcohol, tobacco, drugs)
    - e) Any other similar topic approved by your Troop Scouter.
  - 17 Research a local, national or world leader and, in the form of a five-minute Yarn to your Patrol, describe how their leadership improved their community.
  - 18 Complete a Personal Growth Agreement with your Troop Scouter as the final requirement for this level.

## **FIRST CLASS**



### **Map Reading**

- 1 From an elevated observation point, make a scale sketch map of an area of urban or rural territory of not less than one hectare. Using an adventurous scenario of your own imagination, devise and run a wide game for your Patrol based on the map.

### **Camping**

- 2 Have camped away from the Scout meeting place at least 15 nights as a Scout.
- 3 Patrol Camp:
  - a) Plan and run an overnight Patrol camp away from the Scout meeting place, in which you train your Patrol in camp layout, setting up camp, proper storage of equipment and personal kit, making camp gadgets, camp and personal hygiene and camp programme;
  - b) Plan and use a balanced menu for the camp including baking a loaf of bread
  - c) Report back to the Court of Honour on training objectives achieved at the camp.

### **Pioneering**

- 4 Plan and run a programme of training activities for your Patrol involving pioneering projects to be built which are used in an enjoyable way to train your Scouts in the following:
  - a) The six basic knots and the fisherman's knot;
  - b) Sailmaker's, West Country and simple whipping;
  - c) Square, diagonal, round and shear lashings;
  - d) Prussik knot, marlinspike, taut-line and rolling hitches.

### **First Aid and Emergencies**

- 5 Conduct a series of training events in which you train your Patrol in the prevention, signs, symptoms and treatment of the following:
  - a) Hyperthermia
  - b) Hypothermia
  - c) Sunburn / sunstroke
  - d) Dehydration.
- 6 Demonstrate how to rescue someone in distress and apply the necessary first aid for:
  - a) Bleeding
  - b) Fractures
  - c) Sprains
  - d) CPR
  - e) Burns
  - f) Poison
  - g) Choking

### **Observation**

- 7 Bushcraft:
  - a) Demonstrate the ability to camouflage and conceal your Patrol and put this skill into practice in the form of a Wide Game.
  - b) Prepare a tracking story for younger Scouts to solve.

### **Backwoodsman**

- 8 Prepare a presentation to demonstrate to your Patrol one natural method of fulfilling each of the following five survival requirements:
  - a) Finding Food
  - b) Making Shelter
  - c) Obtaining Warmth
  - d) Finding Water
  - e) Finding your way out
- 9 Be able to identify five types of venomous snake commonly found in South Africa. Explain how to avoid snakebite and how to apply first aid to someone who has been bitten.

### **Hiking**

- 10 Plan for and lead a Patrol on an overnight hike of not less than 20km across country, leading at least three other Scouts of lower advancement level than the candidate. Half the distance may be on water. The hike must be approved and

evaluated by the DC or his / her nominee. Each hike may only qualify one Scout at First Class level.  
A written log is to be submitted. The log and rough notes must be handed to the DC within 21 days after the hike.  
This must be the last test before the PGA.

### Personal and interpersonal development

- 11 Assist in the planning of a Scouts' Own and form a personal evaluation of its success that you discuss with your Troop Scouter in preparation for the time when you will plan and lead your own Scouts' Own.
- 12 Identify an outdoor service project to improve the quality of the environment in your community. It must require not less than ten hours work. Undertake the work either alone or with other Scouts.
- 13 Plan and lead a friendship activity for your Patrol with people of another culture. If the locality of your Troop is too far away from people of another culture, undertake this activity with a Patrol from another Troop.
- 14 In the form of a ten-minute Yarn for each, tell the Troop what you did to fulfil the requirements of items 12 and 13, and interpret the experience in terms of the Promise and Law.
- 15 Lead a song or a dance or present a skit at a campfire or AGM.
- 16 Complete a Personal Growth Agreement with your Troop Scouter as the final requirement for this level.

## **EXPLORER**



### **Map Reading**

- 1 Plan and run an orienteering wide game for the Troop of not less than 3 hours and 20 bases.

### **Camping**

- 2 Have camped away from the Scout meeting place at least 20 nights as a Scout.
- 3 Explain the importance of conserving wood resources and build two of the following: Use them to cook hot meals for a Patrol using raw ingredients:
  - a) Hay box
  - b) Reflector oven
  - c) Solar box
  - d) Conservation wood stove.

### **Pioneering**

- 4 Explorer Incidents: Lead a Patrol in crossing at least 5 outdoor obstacles, pre-determined by your Scouter, employing pioneering skills in which you have to plan the method and gather the necessary resources. At least one is to be a rescue involving the use of First Aid.

### **First aid and Emergencies**

- 5 Visit a local community health centre, discuss with its Staff which issues are most affecting family life in your community, and report back to your Troop in the form a discussion aimed at developing an understanding of these issues among younger Scout.
- 6 Create an incident in which an injured person may need to be carried, demonstrating to younger Scouts the following points:
  - a) The dangers of fractures of the spine;
  - c) The correct method of lifting a person on to a stretcher;
  - d) Fireman's lift walking assist, one-man carry, hand seats, and two-man carry.

### **Observation**

- 7 Attend a local community meeting, observe the proceedings and report back to your Troop or Court of Honour on your observations and interpretation of the democratic process in practice.

### **Backwoodsman**

- 8 Using an imaginative and adventurous scenario, plan, organise and lead a backwoodsman camp, of not less than 24 hours, away from the Scout meeting place, in which younger Scouts are instructed in survival skills.

### **Hiking**

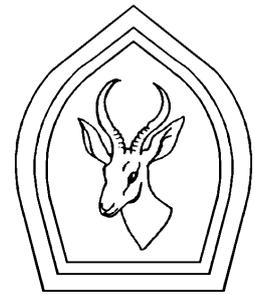
- 9 With your Patrol, plan and lead an overnight expedition, of one of the following:
  - a) To somewhere unusual, or
  - b) Using an unusual mode of transport, or
  - c) To raise money for charity, or
  - d) To research a subject of your choiceHalf the expedition may be on water. Report back with a written or audiovisual presentation to your Troop.

### **Personal and interpersonal development**

- 10 Interest Badges:
  - a) Hold five badges in one of the following categories:  
Explorer, Sea Explorer, Air Explorer
  - b) The following badges are compulsory:  
Explorer: Backwoodsman, First Aid  
Sea Explorer: Boatman, Helmsman  
Air Explorer: Air Navigator, Air Traffic Controller
- 11 Alone or with another Scout build, plan, co-ordinate and lead a Campfire.
- 12 Complete a Personal Growth Agreement with your Troop Scouter as the final requirement for this level.

## **SPRINGBOK**

- 1 Have camped away from the Scout Hall for not less than 30 nights as a Scout.



### **Construction Project**

- 2 With the prior approval of your concept by the AC or his nominee, build a 1:20 scale model of a proposed construction project, discuss its purposes and advantages with your examiner, train Scouts and lead them in the building of the project. This may include the construction of a community facility.

### **Cooking**

- 3 Lead a Patrol in planning, cooking and serving a three-course hot meal to at least six people including a guest, on an open fire, in camp, from raw ingredients. Demonstrate to the examiner an understanding of the essential components of a balanced and healthy diet and explain how your meal meets these criteria.

### **Hiking**

- 4 Plan and lead a hike over a route you have not covered before of two nights and not less than 30 km, with at least four members including yourself. The other hikers must be at First Class level or below. Half of the distance may be on water, animal or bicycle.

The hike must be on a study of a subject of your choice providing it is relevant to Scouting, and your proposal must have pre-approval by AC or Nominee.

Submit a written log, including a report on the study, to the Area Commissioner or his / her nominee for evaluation.

### **Camping**

- 5 Demonstrate your organisational and leadership skills by planning, organising and conducting a camp for at least two Patrols of at least two nights, meeting the following requirements:
  - a) The candidate may lead neither Patrol on the camp.
  - b) The camp may include Patrols from other Troops.
  - c) An adult may be present only if necessary but cannot undertake any organisational role in the camp.
  - d) It must be held away from the Scout Hall.
  - e) It must facilitate the training of younger Scouts, delegating duties to them where appropriate.
  - f) You must evaluate the camp and give a brief verbal presentation to the Troop on the lessons learned.

### **Service Project**

- 6 Identify a need in the community. With the prior approval of the AC or his nominee, plan a solution and lead a Patrol in meeting the need. The total Service Project is to involve at least 40 hours involvement by the candidate.

### **Personal and interpersonal development**

- 7 Plan, run and evaluate a Scout's Own of at least 15 minutes focussed on enhancing an understanding of the Law and Promise among younger Scouts.
- 8 Have attended at least three meetings of the Court of Honour and demonstrate knowledge of meeting procedure.
- 9 Have an understanding of the importance of mutual respect between people of different gender, race or culture. Demonstrate this to the satisfaction of the examiner by leading a discussion among younger Scouts aimed at developing their appreciation of this need. The examiner is to be nominated by the AC.
- 10 Complete a Personal Growth Agreement with your Troop Scouter as the final internal Troop requirement for this level.
- 11 Attend a Panel Interview with the Area Commissioner or his / her nominee to confirm your assimilation of all aspects of the Scout Programme, and that you have adopted the Scout Promise as a way of life.