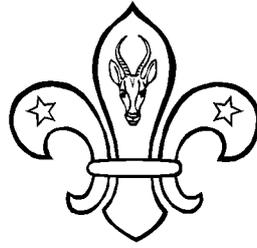


SOUTH AFRICAN SCOUT ASSOCIATION



SCOUT ADVANCEMENT PROGRAMME REQUIREMENTS

2004

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 world-wide.
5. Sing or recite the national anthem and briefly describe its history, draw the South African flag and recognise the national animal, flower and coat of arms.
6. Show an understanding of your rights and responsibilities as a child and when to say "no".



Notes:

- a) These requirements must be completed with the Troop Scouter as soon as possible and preferably within three weeks of the boy or girl joining the Scout Troop.
- b) Once a Scout has been invested he or she must complete each stage of the advancement programme before starting the next as the system is progressive, except when an opportunity arises, which the Troop Scouter feels will not arise again, to complete an activity at a level one above the one on which he or she is working, subject to Rule 1111.3.
- c) An invested scout may earn any Scoutcraft or interest badge but must be encouraged to obtain his/her Pathfinder before attempting any Scoutcraft Badges and be 13 years & 6 months old or hold First Class before attempting any interest badges in the list for the Explorer, Sea Explorer or Air Explorer Badge.

PATHFINDER

MAP READING

1. Direction:

- a) Be able to orientate a map using a compass or natural features.
- b) Explain 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 a raw ingredient to serve as a meal for yourself. Explain the dangers of fires and the necessary precautions to prevent an accident.

PIONEERING

6. Demonstrate 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, use, care and sharpening of a pocket-knife, 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. Explain the importance of the correct use and disposal of latex gloves.
 - c) Demonstrate how to maintain an open airway, to give mouth-to-mouth

resuscitation and to control bleeding.

d) Demonstrate CPR on a dummy (professional or one made by the scouts.)

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 assorted articles.

13. Follow a nature trail of at least 20 woodcraft signs.

BACKWOODSMAN

14. Environmental Awareness:

a) Explore a local natural area and keep a record 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 use of sketch maps if you wish:

a) the position of local school/s, police station/s, medical centre/s and community centre/s;

b) the location of your 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. (This PGA should include a discussion on gender equality and the versatility of roles)

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 gradient. If no map is available, consult with people familiar with the area in which you propose to hike and 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, making use of the equipment available in your Troop, 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 sheer 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 five dominant bird species in your local area. Choose one of these species and observe it at morning and evening for three days. Tell the story of why this bird species behaved as it did
10. Stalking and tracking:
 - a) 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 place where spoor or footprints are evident and:
 - a) make negative and positive castings of a variety of impressions;
 - b) develop a bird or animal list from the spoor prints;
 - c) interpret any human imprints as well;
 - d) 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. Write a report on the hike in log format at least two pages long.

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. Hold a discussion with your Scouter about the dangers of AIDS and other sexually transmitted diseases and the importance of chastity. (Once you have completed this activity you may wear an AIDS awareness badge on your uniform)
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. Find out from your Patrol Leader the functions of the C.O.H and explain them briefly to your Troop Scouter
19. Take part in a community service project, assist other Scouts to complete their service projects or continue a service project started by another Scout.
20. 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 draw a 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. Within the limits of your equipment:
 - 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) Cardiac arrest
 - e) Burns
 - f) Poison
 - g) Choking.

OBSERVATION

7. Bush craft:
 - 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 of at least three other Scouts of lower advancement level than you, on an overnight cross-country hike of not less than 20 km. Half of the distance may be on water, animal or bicycle. The hike must be approved and evaluated by the DC or his nominee, who may be the Troop Scouter. A written log is to be submitted to the evaluator within 21 days after the hike. The hike may only qualify one Scout. This must be the last item 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. Lead your patrol in carrying out the project
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 or lead a formation display or a scout band rendition at a campfire or AGM,
16. After consultation with your Troop Scouter lead your patrol in a discussion on AIDS awareness and prevention plus one of the following social issues, relating to the Scout Law:

- a) Theft
 - b) Child abuse
 - c) Substance abuse (alcohol, tobacco, drugs)
 - d) Or any other similar topic approved by your Troop Scouter.
17. Explain to your Troop Scouter what steps you would take if a member of your patrol reported to you that he or she was being abused either by someone in your group, a friend, relative or stranger.
18. Earn an interest badge which shows proficiency in sport or physical ability.
19. Complete a Personal Growth Agreement with your Troop Scouter as the final requirement for this level.

EXPLORER / SEA EXPLORER / AIR EXPLORER

MAP READING

1. Plan and run an orienteering exercise for the Troop of not less than 2 hours and 20 Control points.

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:
 - a) Hay box or wonder box
 - b) Reflector oven
 - c) Solar box
 - d) Conservation wood stove.

Use them to cook hot meals for a Patrol using raw ingredients.

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 Scouts.
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;
 - b) the correct method of lifting a person on to a stretcher;
 - c) firemen'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 (e.g. an overnight sponsored ride), or
 - d) To research a subject of your choice.

Half the expedition may be on water. Report back with a written or audio-visual presentation to your Troop.

PERSONAL AND INTERPERSONAL DEVELOPMENT

10. Interest Badges:

- a) Hold six badges in one of the following categories: (Explorer, Sea Explorer, Air Explorer)

EXPLORER

Advanced Navigation
Backwoodsman *
Canoeist
Cook
Farmer
First Aid *
Forester
Gardener
Guide
Handyman
Hike Leader
Linguist
Mapping *
Patrol Leadership
Pioneer
Public Health
Reader
Scribe
Speaker
Veldcraft
World Conservation

SEA EXPLORER

Advanced Navigation
Astronomer
Backwoodsman
Boardsailing
Boatman *
Boatswain
Canoeist
Cook
First Aid *
Helmsman *
Hike Leader
Lifesaver
Mapping
Motorboatman
Patrol Leadership
Pioneer
Ship Quartermaster
Voyager

AIR EXPLORER

Advanced Navigation
Air Glider
Air Mechanic
Air Meteorologist
Air Navigator *
Air Planner
Air Spotter
Air Traffic Controller *
Astronomer
Backwoodsman
Cook
First Aid *
Hike Leader
Mapping
Model Aero Engineer
Patrol Leadership
Ship Quartermaster
Space Explorer

- b) * The badges marked * are compulsory in each category, i.e.

Explorer: Backwoodsman, First Aid, Mapping
Sea Explorer: Boatman, Helmsman, First Aid
Air Explorer: Air Navigator, Air Traffic Controller, First Aid

11. Alone or with another Scout build, plan, co-ordinate and lead a Campfire.

12. Make a static display to be viewed for one month at a school or library, or develop a website for your group and maintain it for two months keeping it up to date throughout the entire period, or lead an active scouting display with your patrol or troop in a prominent position in your community and get it reported in your local newspaper.
13. Set up a handicapped awareness trail for younger scouts to use and explain why it is significant
14. Develop and commit to a prioritized plan of action to achieve your Top Award/Springbok.
15. Complete a Personal Growth Agreement with your Troop Scouter as the final requirement for this level.

SPRINGBOK (TOP AWARD)



1. Have camped away from the Scout meeting place for not less than 30 nights as a Scout.
2. With the prior approval of your concept by the AAC Scout Programme 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.
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.
4. With the prior approval of your proposal by the AAC Scout Programme or his nominee, plan and lead a hike of more than 30 km and two nights over a route you have not covered before. Your group must comprise not less than four members including yourself, the others being First Class or below. Select a theme as the focus of your hike and submit a written log, including a report of your study of the theme, to the AAC Scout Programme or his nominee for evaluation. Half of the distance may be on water, animal or bicycle. The total distance should be increased slightly if it is not all done on foot. This must be the last activity before the PGA unless, due to circumstances, the AAC Scout Programme approves that it be done earlier.
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) it 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 meeting place;
 - 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 oral presentation to the Troop or COH on the lessons learned.
6. Identify a need in the community. With the prior approval of the AAC Scout Programme 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.
7. Plan, run and evaluate a Scouts' Own of at least 15 minutes focused 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 AAC Scout Programme.
10. Give an oral presentation to an AGM, parents meeting or another non-Scouting group about the effect Scouting has had on your life or about a service project you have completed.
11. Complete a Personal Growth Agreement with your Troop Scouter as the final internal Troop requirement for this level.
12. Attend a Panel Interview with the AC or his nominee to confirm assimilation of all aspects of the Scout Programme and that the Promise and Law have been adopted as a way of life.