



my scout journey

path to springbok





my scout journey starts with membership which can take place at any age from 11 to 17. although preferably, my scout journey should start at 11.

next step on the journey is a 'trail to traveller', followed by a 'track to discoverer' and then the destination all scouts can achieve, the 'road to first class'.

once a scout becomes a first class scout, the 'path to springbok' is the final leg on the journey to achieving the springbok award and becoming a springbok scout. like any journey, the scout trail requires planning to ensure that you reach your final destination on time. destination springbok scout must be reached before the age of eighteen, but there are other recommended timelines for the achievement of all the advancement levels on route.

the following pages map out each leg of the journey along the scout trail to achieve each of the advancement levels, which will provide you with some direction to becoming a first class first class scout and, hopefully, a springbok scout. remember, prior planning prevents poor performance; so use these to your advantage to see what tasks are required and plan your scout journey accordingly.

advancement levels, your age, the number of tasks and timeline for completion of your scout journey. good luck and enjoy the scout trail!

start the journey membership	trail to traveller			track to discoverer		road to first class		path to springbok
on joining	11	12	13	14	15	16	17	
1 month	27 months			21 months		21 months		15 months
6 tasks	54 tasks			29 tasks		26 tasks		18 tasks
" i have just joined the troop "	" i am learning to be a scout "			" i am learning to be an apl "		" i am learning to be a pl "		" i am a leader of scouts! "





Path to Springbok - "I am a Leader of Scouts!"

The *Springbok Journey* provides you with the opportunity to lead your Patrol and Troop on a number of projects that challenge you whilst putting into practice previous Scouting skills learned.

At the same time, while completing your Springbok activities, you are training the younger Scouts who will follow in your Scouting footsteps along the 'Path to Springbok'.

The Springbok Award is the highest award achievable by any Scout in South Africa. Only about 2% of Scouts become Springbok Scouts.

You must be sixteen and have successfully completed your First Class advancement level before starting your Springbok Journey, and the completion of all Springbok activities and requirements must happen before your eighteenth birthday. You can only start working on your Springbok theme badges once you have completed your First Class and registered as a Springbok Candidate.

You will need to register with the National Office via your Troop Scouter and the RTC Scout Programme. And the *final cut-off* age for registering for Springbok is six months prior to your eighteenth birthday, i.e. 17½. So, you are going to need to make sure that you plan your whole Scout Journey very carefully to meet all of these deadlines.

Your Springbok is really exciting, as you get to make all the decisions on what needs to be done to achieve your Springbok Award. You are in charge!!

You need to take a look at the map of the 'Path to Springbok', plan your route and decide what activities you would like to do. Complete and submit your *Springbok Award Registration* form and then sit down with your Troop Scouter and the RTC Scout Programme, or their nominee, and discuss the details of your Springbok Journey.

path to springbok



adventure

Mapwork

- Orientation wide game
- *Expedition & Logbook
 - *RTC to approve expedition



safety awareness

Community

- 1 Interest badge
- Visit to Emergency Service
 - OR Guest speaker
- Air / Water / Mountain Licence



living outdoors

Camping

- Two-night camp for 2 Patrols
 - Oral Report on the Camp



Path to Springbok

Whereas your Springbok Journey still has six theme badges to complete, the evaluation of the activities is broken down into two sections, some of which is to be approved and evaluated by the Troop Scouter and the rest, *Springbok Expedition*, *Community Service Project* and *Major Project*, are to be approved by the RTC Scout Programme in your Region and evaluated by a Regional Team.

Start your Springbok with something simple - Run an orientation or navigation *wide game* for your Troop. This could be the younger Scouts' first introduction to Mapwork, so make it FUN, interesting and inspiring for them to learn!

Your own mapwork will be put to the test as you lead four Scouts on a 30km, three-day, two-night *Springbok Expedition* over a route you have not covered before and then submit a written log giving a detailed description of your **Adventure**. This is to be signed off by the RTC Scout Programme.

You will need one final Interest badge out of a choice of six to add to your collection. Then, take your Patrol on a day outing to visit one of the emergency services *in your community*. OR, if you prefer, invite a guest speaker from one of the emergency services to talk to your Patrol or Troop on **Safety Awareness**.

Living Outdoors can be a whole lot of fun! You get to demonstrate your organisational and leadership skills by planning, organizing, and conducting a really exciting Springbok Camp for at least two Patrols of at least two nights.

You also get to be completely in charge - no adults! And you can invite Patrols from another Troop. Remember when you did Discoverer, you had to start learn to lead and take an active role in the camp logistics? - You must include the training of younger Scouts by delegating duties to them in your camp planning.

After your Springbok Camp you will have a chat with your examiner to evaluate the camp and discuss what was planned and what actually happened.



"i am a leader of scouts!"

path to springbok



service

Movement Service

- Scouting presentation

Community Service

- *40-Hour community service project
- *RTC to approve project



scout skills

First Aid

- First Aid incidents

*ONE major project:

- Banquet
- Boating
- Climbing
- Construction project
- Flying
- Food for Life
- Pioneering project
- Wildlife training

- *RTC to approve project



{personal development

Leadership

- Court Of Honour attendance
- Court Of Honour role
- Succession planning
- Scout's Own
- Respect of others
- Patrol Leadership - Outdoor Obstacles



Path to Springbok

You will have opportunity for some public speaking and to promote the Scout Movement when you give a presentation to a non-Scouting audience on Scouting and your service projects and what you have learned during your time in Scouts.

Your final Community Service Project must include at least 40 hours **Service**.

You can Identify a need in the community and produce a plan to fulfil this need, OR you can raise money for charity, OR plan and run a training camp for disadvantaged children or Scouts. Once complete, have a discussion with the examiner on the outcome of your community service project.

This is also to be approved by the RTC Scout Programme in your Region and evaluated by a Regional Team.

As part of your **Scout Skills**, you can demonstrate the knowledge learned with your First Aid badges. As the leader of a team of at least three other Scouts, you will lead and deal with two staged *First Aid* incidents.

Then the BIG one! Your Major Project. And another RTC approval and Regional Team evaluation. You can choose one of the following projects - Banquet, Boating, Climbing, Construction Project, Flying, Food for Life, Pioneering Project or Wildlife Training.

Here everything that you have learned on your Scout Journey about planning and leadership will be put into practice. Have fun with it!

And, lastly, the demonstration of more of your Leadership capabilities in the Court Of Honour, Succession planning, running a Scout's Own showing Respect of others and leading your Patrol in a fun activity across several outdoor obstacles.



"i am a leader of scouts!"



Path to Springbok

There are only eighteen Springbok tasks for you to complete on your *Springbok Journey*. Plan them well and make sure that you get to your destination on time!

Your Springbok Journey is an opportunity to *challenge yourself*, (you don't have to take the easiest path!), put all your Scouting knowledge to the test and prove to yourself and others that you are a true Scout!!

It is always a good idea to re-group, re-cap and check that you are still on the right road, still going to make it to your destination before the time runs out.

Check, and check again, to ensure that all your planning is done correctly, and that you have time to complete your Springbok *before* you turn eighteen!! ✓

Adventure: Mapwork Expedition

Safety Awareness: Community

Living Outdoors: Camping

Service: Movement Service Community Service

Scout Skills: First Aid o Major Project

Personal Development: Leadership

Thats a wrap!! Springbok Scout in the bag!! Done and Dusted!

But wait . . . there's more!

If you have not already done so, you can extend your journey and take on some additional challenges!

There are four types of Challenge Awards, namely; the *Airman's Cord*, the *Bosun's Cord*, the *Bushman's Thong*, and the *Service Cord*.

Do you want to continue your Scout Journey?





The achievement of any one of these Challenge Awards is an opportunity to further your Scouting skills and also indicates a well roundedness of Scouting skills and other interests. *Are you ready to take up the challenge?*





"i am a leader of scouts!"



"I am a leader of scouts!" the springbok journey provides you with the opportunity to lead your patrol and troop on a number of projects that challenge you whilst putting into practice previous scouting skills learned.
 the springbok award is the highest award achievable by any scout in south africa. you must be sixteen and have completed your first class advancement level before starting your springbok journey, and the completion of all requirements must occur before your eighteenth birthday.

theme badge	activity	requirement	target date	date completed
 adventure	1. Mapwork	Devise and run a wide game based on orientation or navigation for your Troop (two or more Patrols). The game should involve ten compass bearings.		
	2. Expedition	<p>With the prior approval of the RTC Scout Programme, or their appointed nominee, plan and lead a three-day, two-night expedition over a route you have not covered before. The route should be at least 30km if walking. If the mode of transport is not hiking, a distance should be agreed upon by the RTC Scout Programme. Your group must comprise of at least four Scouts including yourself, the others being First Class level or below. Your route must be planned on a 1:50 000 map or equivalent.</p> <p>THEN</p> <p>Submit a written log to your Scouter within four weeks of the expedition giving a detailed description of route, directions and landmarks. The log should be sufficiently detailed to allow someone else to easily follow your route. This expedition is ultimately signed off by the RTC Scout Programme or their appointed nominee.</p>		
 safety awareness	1. In your community	<p>i. Earn ONE of the following Interest badges:</p> <ul style="list-style-type: none"> a. Disaster Risk Management b. Fire Fighter Scout Interest Badge c. Home Carer Scout Interest Badge d. Life Saver Scout Interest Badge e. Public Health Scout Interest Badge f. Safety Code Scout Interest Badge  <p>ii. Take your Patrol on a day outing to visit one of the emergency services. OR Invite a guest speaker from one of the emergency services to talk to your Patrol / Troop. OR Obtain a Water Charge or Air Charge Certificate or Mountain Awareness Charge. On obtaining any one of these charges, organise a day activity for your Patrol/Troop where you can demonstrate your training and responsibility.</p>		
	1. Camping	<p>Demonstrate your organisational and leadership skills by planning, organising and conducting a camp for at least two Patrols (which may be from another Troop) of at least two nights, meeting the following requirements:</p> <ul style="list-style-type: none"> a. The candidate may lead neither Patrol on the camp. b. An adult may be present only if necessary but cannot undertake any organisational role in the camp. c. It must be held away from the Scout meeting place. d. It must facilitate the training of younger Scouts, delegating duties to them where appropriate. e. Have an oral discussion with the examiner to evaluate the camp. Discuss all aspects from what was planned to what actually occurred. 		
 service	1. Movement Service	Give a presentation on Scouting and what you have learned during your time in Scouts to a non-Scouting audience or at an AGM (adult audience). The presentation should include the service projects in which you have participated / run.		
	2. Community Service	<p>With the prior approval of the RTC Scout Programme, or their nominee, produce a solution for one of the following:</p> <ul style="list-style-type: none"> a. Identify a need in the community – either to the movement, community or environment. Produce a plan to fulfil this need. b. To raise money for charity. This can either be by initiating your own project or by actively participating in a charity drive by a third party organisation (like school Debs and Squires programmes). Produce a business plan to fulfil this need. c. Plan and run a training camp for disadvantaged children or Scouts. The total 'Service Project' should include at least 40 hours involvement by the candidate. At the completion of one of these options, have an oral discussion with the examiner on the outcome of the service project. 		

theme badge	activity	requirement	target date	date completed
 scout skills	1. First Aid	<p>As the leader of a team of at least three other Scouts, lead and deal with two First Aid incidents staged by the examiner to demonstrate the following:</p> <ol style="list-style-type: none"> Triage management Leadership skills at an accident scene <p>Incidents should cover the following:</p> <ol style="list-style-type: none"> One of the incidents should have multiple injured persons Severe bleeding Improvised bandages and splints Suspected spinal and head injury <p>The incidents can cover scenarios that involve land, sea or air based incidents.</p>		
	2. Major Project	<p>The selected project planning must be approved by the RTC Scout Programme, or their nominee, before the commencement of the project. The RTC Scout Programme may nominate a specialist member of the Regional Support Team to liaise with on the project. Choose ONE of the following major projects.</p>		
		<p>i. Pioneering Project Build an appropriately scaled model (1:10 or 1:20) of a proposed pioneering project that you have not built before. Then train Scouts and lead them in the building of the project.</p>		
		<p>ii. Construction Project Draw an appropriately scaled detailed diagram (1:10 or 1:20) of a proposed permanent construction project, train Scouts and lead them in the building of the project. OR Undertake a project under supervision from a certified electrician or plumber, or any other artisan.</p>		
		<p>iii. Boating Fulfil the obligations for the Quartermaster of your boat store for at least one term. During this period, you should repair at least four boats of two different types, and train at least four other Scouts in doing so. AND Train at least four Scouts on one of the Boating Interest badges where one Scout must attain that badge.</p>		
		<p>iv. Flying Select an aeronautical project to be undertaken on an aircraft or in a hanger. This project must be vetted by the appropriate person with skills in that field and liaise with the RTC Scout Programme. AND Train at least four Scouts on one of the Air Interest badges where one Scout must attain that badge.</p>		
		<p>v. Climbing Demonstrate that you are able to lead a climb, on sport and traditional grade 16 climbs. Tie off correctly at the top and lead belay. Train Scouts on climbing safety and the correct use of climbing equipment. Assist a Scout(s) in attaining the Scoutcraft Climbing badge.</p>		
		<p>vi. Food for Life Attain the Gold level Food for Life. AND Train Scout(s) on the Starter or Silver Food for Life badge.</p>		
		<p>vii. Banquet Lead a Patrol of at least four Scouts in the planning and execution of a banquet of at least three courses for at least 20 people where you take responsibility for the decor, food, budget, programme, invitations and all other elements associated with the banquet. All the Scouts involved should be actively involved in the cooking of the meal and the candidate should demonstrate an ability to lead a team of cooks. Raw ingredients need to be used, but any cooking resource the Scout decides may be used.</p>		
		<p>viii. Wildlife Training Programme Complete a formal Wildlife Training Programme where you will learn skills that would be recognised, e.g. Game ranging, ornithology, etc. Lead a party of at least four people on an excursion where you can demonstrate these skills in a venue that does not have any of the 'Big 5' present.</p>		

theme badge	activity	requirement	target date	date completed
 <p>personal development</p>	<p>1. Leadership</p>	i. Attend six Court Of Honour meetings.		
		ii. Hold a position of Scribe or Chairperson for at least a term at the COH.		
		iii. Assist with and document succession planning and goal setting within the Troop or your Patrol.		
		iv. Plan and run a Scout's Own for your Troop or District delegating tasks as appropriate.		
		v. Demonstrate your respect for others by doing one aspect listed below: a. Interview / go to a meal with someone who practices a different religion to you after getting approval from your Troop Scouter. Report on what you learnt to your Patrol or Troop. b. Lead your Troop in a discussion/debate on a relevant local social issue such as differences in religion, gender or ethnicity. The topic should be agreed upon by the Troop Scouter. c. Construct a handicap awareness trail for younger Scouts to use. d. Take younger Scouts on a visit to an organisation that works with people living with disabilities.		
		vi. Demonstrate your ability to lead by successfully leading your Patrol across two outdoor obstacles pre-determined by your Scouter in which you have to plan your method and gather the necessary resources.		

good luck on the
scout journey

enjoy your
scouting trail
and have **fun!!**

