

WELCOME to My Scout Journey

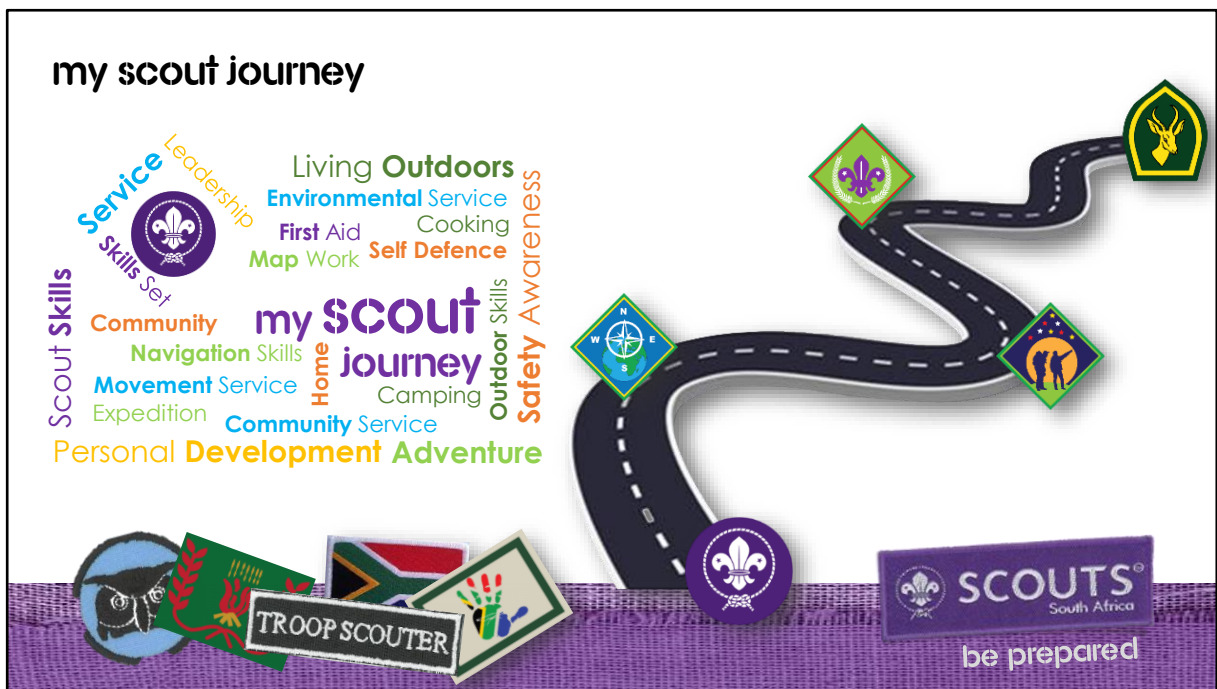
My Scout Journey starts with Membership which can take place at any age from eleven to seventeen. Although preferably, My Scout Journey should start at eleven.

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.



Note to the Troop Scouter

This document is a resource for Troop Scouter's and Patrol Leader's to use to explain *My Scout Journey* to their Scouts.

The intention is not for a Troop Scouter to stand and present the entire presentation to the Troop, although it could be used for that purpose.

It is a resource for the TS to use when discussing the next level of advancement with a Scout at their Personal Growth Agreement (PGA) discussion at the end of each advancement level. The PLs can also follow this through and discuss advancement progress at their Patrol in Council meetings.

In addition, it can also be used to promote 'Operation First Class', to show the Scouts that, if you break down My Scout Journey and "eat the elephant one bite at a time", (this applies to all advancement levels), becoming a *first class First Class Scout* is very achievable.

Not everyone has access to projectors and screens, so one can print hardcopies of both the PowerPoint slides (preferably in colour) and the notes and place them in a ring binder to use as a 'flip chart' when discussing advancement with the Scouts.

Make *My Scout Journey* and the advancement programme come alive visually to your Scouts so that they have a good understanding of their destination - First Class or Springbok Award - and, with a good understanding of the requirements, will have FUN on their Scout Journey along the Scout Trail.

The notes on My Scout Journey are written to the Scout and, if used in conjunction with the slides, should provide a good explanation of the advancement programme and *My Scout Journey*.



Advancement Badges

The first thing to do is sign-up and become a member of SCOUTS South Africa. In order to do this, you will need to earn a Membership badge.

There are several stops that you have to make along the way to get to your ultimate destination, these are the Advancement badges, *Traveller*, *Discover*, *First Class* and perhaps even *Springbok*.

In order to obtain any of these badges, you first need to complete several Theme badges for each of the Advancement badges. The theme badges are *Adventure*, *Safety Awareness*, *Living Outdoors*, *Service*, *Scout Skills* and *Personal Development*. Each of which have a different trail, track, road or path for you to follow where you do a number of exciting activities and at the same time learn new skills which will challenge you at each of the various advancement levels.

You can complete your theme badges in any order, in fact, you can also work on more than one theme badge at the same time.

Once you have earned a particular theme badge on the advancement level you are working on, you may start working on the requirements of that *same* theme badge on the *next* advancement level. The exception to this is the Springbok theme badges.

In addition to the theme badges, there are several Scoutcraft badges and Scout Interest badges that you will also need to complete, some of which are compulsory and for others there's a wide variety of choice, depending on your own interests. In quite a few cases the Scoutcraft badge will need to be completed before you work on getting the Interest badge.

For example, you will need to do your Fires and Cooking Scoutcraft badge before you can do your Cook Scout Interest badge.

my scout journey - timelines

membership	traveller 			discoverer 	first class 	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! "	



My Scout Journey – Timelines

If your goal or 'destination' is to become a First Class Scout or perhaps even a Springbok Scout, you will need to start your planning there and work backwards. *How much time do I have to complete all the requirements?* And then plan accordingly. If Springbok is your final destination, this must be completed before you turn 18, but there are other recommended timelines for the achievement of all the advancement levels on route.

Membership is completed on joining Scouts, and the Scout-basics learned should take a maximum of one month before being invested as a Scout.

Next you will start along the '*Trail to Traveller*'. There are a total of 54 activities or badge requirements that you will need to do to earn your Traveller advancement. This should take you a maximum of 27 months to do, and you should achieve your Traveller badge shortly after turning 13.

Next stop along your Scout Journey is Discoverer. Your '*Track to Discoverer*' should take you 21 months to complete as there are only 29 tasks that you need to do. You should have a Discoverer badge on your arm by the time you turn 15.

The '*Road to First Class*' will challenge you further and prepare you well should you wish to continue and become a Springbok Scout. There are only 26 tasks to complete, which should take you about 21 months to do. Ideally you should be a first class First Class Scout at 15 or 16.

The '*Path to Springbok*' is the final leg of the journey and there are only 18 tasks to complete. You have to be 16 years old and have completed your First Class before you start on your Springbok Journey.



Start the Journey : Membership - "I have just joined the Troop"

My Scout Journey starts with Membership which can take place at any age from 11 to 17. Preferably, My Scout Journey should start at 11.

When you join a Scout Troop, you must first complete all the requirements for Troop Membership before being invested as a Scout. Cubs who hold the Link Badge have already completed these requirements.

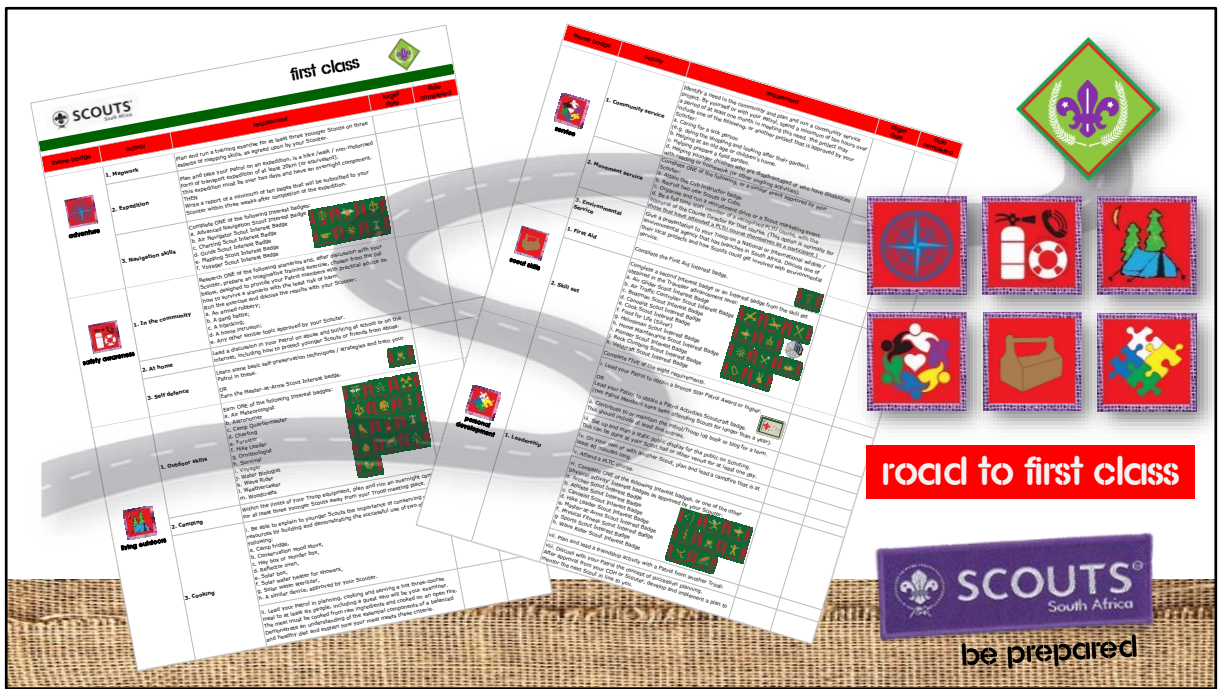
Here you will learn the basics of Scouting, including the Scout Promise and Law, the Scout motto, the Scout salute, Scout sign and left handshake, the story of our founder, Baden Powell, and Scouting background.

You will also learn about our country, South Africa, and the national symbolism. And, very important, your rights and responsibilities as a child.

Once you have completed all of these, you are ready for a special ceremony where you will be invested as a Scout and become a member of the worldwide Scout Movement by making your Scout Promise.

You must learn this by heart as you will have to repeat the Scout Promise and Law from memory, and you will need this along your entire Scout Journey.

It's important that you have the chance to think about your Promise, and chat through its meaning with your Patrol Leader or Troop Scouter, so that you understand the Scout Promise and Law before you make your Scout Promise for the first time. These are the shared Scout values that every Scout promises to stick by when they become a member.



Advancement Requirements

You can find the details of all the advancement requirements for the Scout Advancement Programme in the book "My Scout Journey" which is available from your local Scout Shop. Or you can go online to the Scout Wiki and look them up there. https://scoutwiki.scouts.org.za/wiki/Scout_Advancement_Programme

When you look at the advancement requirements it looks like such a lot!
 You are probably thinking "I'll never be able to do all of that!!"

Wrong! Look again – the advancement requirements list a whole lot of *options* that are available for you to choose from. You don't have to do everything that is written. You can decide which activities you would like to do, depending on your own interests.

Yes, there are some compulsory things that you will have to do on each of the theme badges and advancement levels, but, again, with good planning (and some guidance from your Patrol Leader or Troop Scouter) it is very achievable.

How do you eat an Elephant? . . . ONE bite at a time!!

Take the requirements for each of the theme badges of the advancement level that you are currently working on and break them down into bite-sized chunks. Decide on your particular option of choices and . . . Wow! *Very achievable!*

Now, take a look at the timeline – how long should it take you to complete the advancement level and then plan accordingly? Simple!

See – *you can do this!*



how do you
eat an
elephant?

one bite
at a time!!

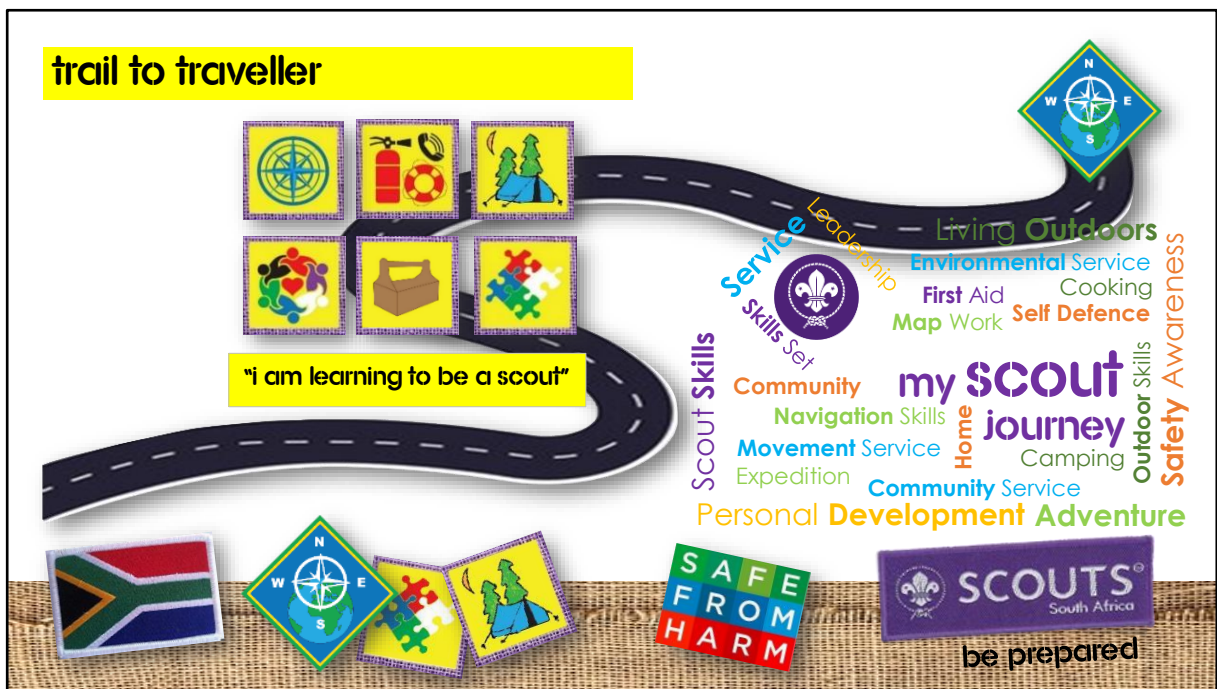


road to first class



be prepared





Trail to Traveller - "I am Learning to be a Scout"

The Traveller Advancement Level is all about you learning to be a Scout and learning new skills. The skills you learn in Scouts will be helpful for the rest of your life.

By following the 'Trail to Traveller' you will learn basic knots and lashings, first aid and safety, how to live outdoors, and you will be introduced to community service.

Like all advancement levels, the 'Trail to Traveller' has six theme badges, each of which has a set of requirements and activities that you need to do to earn the badge as you are "learning to be a Scout".

Once all theme badges are complete, you will receive your Traveller advancement badge, which you can wear on the left arm of your Scout uniform with pride.

So, let's continue on our journey, as there are still a few stops along the way.

trail to traveller



adventure

Mapwork

- North - orientate a map
- Draw a map
- Use a map – give directions
- Find North

Expedition

- 10km Hike & log



safety awareness

General Safety

- Buddy System

Emergency

- Emergency Scene Simulation
- Draw Attention – no phone
- Ground-to-Air Signals
- Fire Danger

Water Safety

- Swimming Scoutcraft badge
- OR Swim 50m / Poster
- Reach, Throw, Row & Go



living outdoors

Shelter

- Camping – 3 nights

Cooking

- Lay & light a fire
- Cook a simple meal

Equipment Care

- Care for & store equipment

Personal

- Pack personal kit
- Personal hygiene



Trail to Traveller

The **Adventure** Theme badge requires you to learn *Mapwork* and to use a map and follow directions, as well as how to find North – without a compass!

So, you should never get lost! This is probably a good thing, as the other Adventure requirement is for you to go on a 10km *Expedition*, a day-hike or overnight hike with your Patrol and give a report-back on what you did and saw.

Safety Awareness and your own personal safety is key to any Scouting activity, so it is good that you already start learning about safety from the start.

For *General Safety* you will need to discuss with your Patrol, **OR** stage a role-play with another Scout, the principle of the buddy system. See – here’s your first option that you can choose which you prefer!


An *Emergency* simulation, fire danger and ground-to-air signals are also cool things that you will learn about. Make your first Scout badge earned your Swimming Scoutcraft badge, OR show that you can swim and stay afloat OR make a *Water Safety* poster. More choices.

Living Outdoors is an opportunity to put the *OUT* into ScOUTing!!

Go *Camping* for a total of three nights. Try *Cooking* a simple meal for yourself on an open fire. A Scout is thrifty – so learn how to take *care of your Equipment*.


When camping and hiking you will need to know what to take and how to pack your *Personal* kit, as well as keep your 10th Law in mind and practice personal hygiene. Ask your PL when the Patrol is planning their next Patrol Hike or Patrol Camp, as this will get these requirements signed off for your Traveller level. Easy Peasy!

trail to traveller




service

- Service**
 - 6-hour service project
- Environment**
 - Outdoor Code
 - Conservation Scoutcraft badge
 - OR bird feeder / clean litter / vegetation / waterway / animal shelter
- Movement Service**
 - Recruitment
 - OR Patrol Activity




scout skills







- Knots**
 - 6 Basic knots
- Lashings**
 - 3 Lashings
- Axemanship**
 - Axe or bowsaw
- First Aid**
 - Wounds & bleeding
- Skill Set**
 - 2 Scoutcraft badges (choice of 8)



{personal development

- Scout Movement**
 - Scout logbook
 - Troop flag ceremony
 - LDC1 Course
 - OR Patrol Activity
 - Patrol System
 - Campfire
- Body, Mind & Soul**
 - 1 Scoutcraft badge (choice of 4)
 - Scout's Own



be prepared

Trail to Traveller

Service to others plays a big role on your Scout Journey and you will find many opportunities to provide service to the Scout Movement, the environment, and your community as you walk the Scouting Trail.

For starters, you will need to actively participate in your Troop's Service activities for a minimum of six-hours. Earn another badge, your Conservation Scoutcraft badge. OR do a conservation project – speak to your Troop Scouter about it.

Bring two friends along to join the Troop OR participate in a Patrol activity!

Boom! Service done! See – that's not at all difficult! Lots of choices.

Scout Skills is where we get to the cool stuff – learning to tie a bunch of knots and lashings, how to chop wood and look after an axe and of course, first aid.

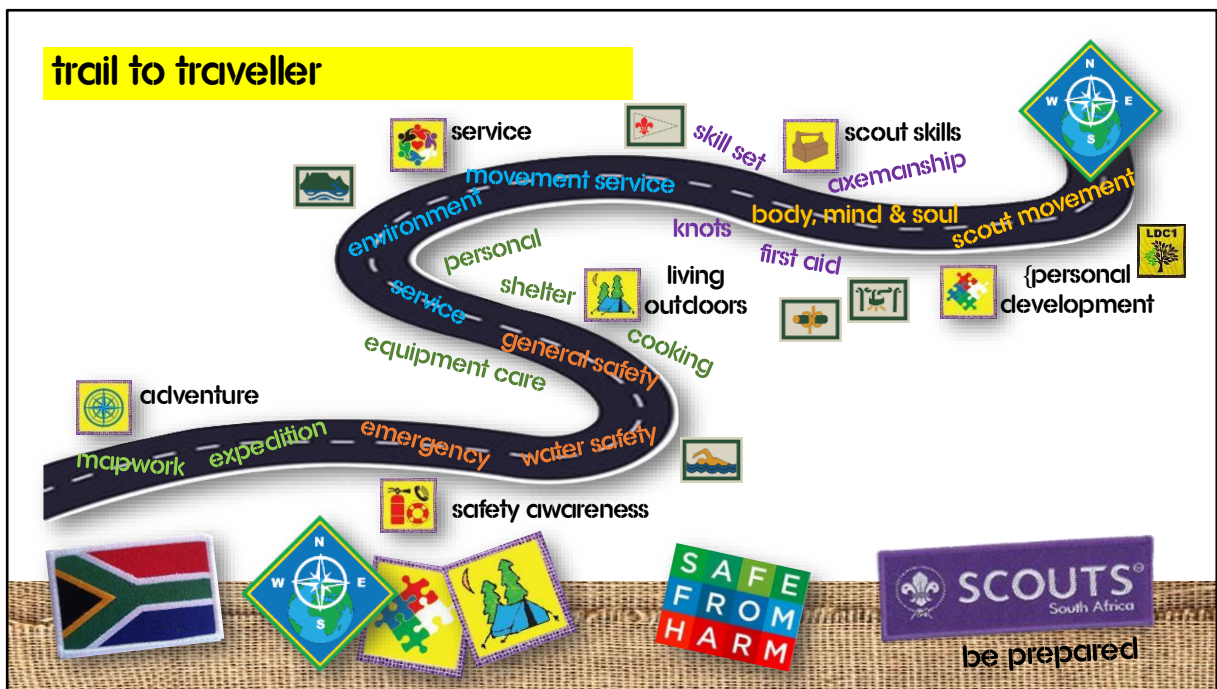
You will tie the six basic knots and three types of lashings and have to show how they are used – *you get to build stuff!* Next time you build something at a Troop meeting or at a camp, get your PL or TS to sign it off for you.

Two more Scoutcraft badges are needed to demonstrate your new-found Scout skills. And there are eight options to choose from.

Personal Development involves a basic leadership course, LDC1, as well as playing an active role in the Troop and having a knowledge of the structure in the Scout Movement, participating in a fun campfire.

Body, mind and soul includes another Scoutcraft badge from a choice of four, as well as your 'duty to God' in participating in a Scout's Own.

And that's it!! Complete all of those 54 tasks on your *Trail to Traveller* and the Traveller badge is yours to wear with pride!



Trail to Traveller

This is what your Trail to Traveller looks like in a nutshell. As you plan your *Trail to Traveller*, tick off the tasks already planned / completed! ✓

Adventure: Mapwork Expedition

Safety Awareness: Emergency Water safety General safety

Living Outdoors: Cooking Equipment care Shelter Personal

Service: Service Project Environment Service Movement Service

Scout Skills: Knots, Skill Set First Aid Axemanship

Personal Development: Body, Mind & Soul Scout Movement

In addition to these requirements, there are all of three Scoutcraft badges that you need to earn.

You have a map, *the badge requirements*, you know where you are heading, *your Traveller advancement level*, and what your first destination point is, *your Traveller badge*, how long it should take you to get there, a maximum of *twenty-seven months* (that's a long time – you can probably do it quicker than that), and, finally, at what age you should achieve your Traveller advancement level, *shortly after turning 13* (or even sooner).

Go for it!!



Track to Discoverer - "I am Learning to be an Assistant Patrol Leader"

The Discoverer Advancement Level is where you start to learn leadership by assisting your Patrol Leader.

Along the 'Track to Discoverer' you will learn more advanced Scouting skills compared to those learned at Traveller level.

You will learn a bit about leadership as you start to have more responsibility and take the lead on your own Scouting activities.

Like any journey, sometimes as you turn a corner or the road goes up a hill, it becomes a little more challenging. It is good to challenge yourself as you learn a lot more, as you will discover in achieving your Discoverer advancement level.

track to discoverer



adventure

Expedition

- First Aid Scoutcraft badge
- 10km Expedition & log

Navigation Skills

- 1 Scoutcraft badge (choice of 4)



safety awareness

Home

- Safety checklist
- Safety inspection
- Explain & correct hazards

Outdoors

- Hazards in camp
- Incident observation

Accident Scene

- Take charge / safety / first aid



living outdoors

Camping

- Campsite model/drawing
- Camp logistics

Cooking

- Backwoods-style meal
- Bake bread

Survival

- Survival Scoutcraft badge
- OR Survival demonstration

Stalking & tracking

- Nature observation



Track to Discoverer

The journey continues!

Another **Adventure**, another Expedition.

But this time *you* get to plan and run a day expedition of at least 10km for your Patrol and then write log and submit it to your Scouter.

To prepare for your expedition you must earn the Scoutcraft First Aid badge.

And, then there's a choice of one other Scoutcraft badge to obtain as well to improve your Navigational Skills.


Safety Awareness at Home and Outdoors at camp is important. Here you need to assess hazards and rectify them, and your observation skills are put to the test in having to give an accurate account of an incident that you observe.

At the scene of a staged Accident, you need to take charge and ensure the safety of yourself, the patient and others, and provide basic first aid to the patient.

This time when you go Camping and are **Living Outdoors**, you need to start learning to lead and take a more active role in the logistics of the camp.


Your Cooking skills will improve with a loaf of bread cooked on a fire, as well cooking dinner in a backwoods-style. This style of cooking will be good for when you earn your Survival Scoutcraft badge OR do a demonstration of how to Survive. One Stalking and Tracking activity (there are 4 choices) will complete this theme.

track to discoverer




service

- Movement Service**
 - Write an article/report
 - OR Organise a wide game
- Environmental Service**
 - Environmental Awareness Interest Badge
 - 6-hour environmental service project




scout skills

- First Aid**
 - First Aid Scoutcraft badge
- Skill Set**
 - 1 Interest badge (from Traveller Scoutcraft)



personal development

- Leadership**
 - 3 Patrol-In-Council meetings Explain PIC & COH
 - LDC2 Course
 - OR Teach Scouting skill
 - Scout's Own
 - Campfire activity
 - AIDS prevention discussion



Track to Discoverer

As you are learning to lead, you will need to organise a wide game in a public venue to promote the Scout Movement, OR try some reporting skills and write an article or report on a Scout event.

As part of your **Service** theme, you must identify and do a six-hour outdoor Environmental Service project to improve the quality of the environment in your community, OR you can earn the Environmental Awareness Interest badge.

First Aid is an important **Scout Skill** to learn as this, like many other skills you will learn on this journey, will be very useful throughout your life.

Add another badge to your uniform and earn the First Aid Scoutcraft badge.

Remember the Scoutcraft badge you earned on the 'Trail to Traveller'?

Now you get to take it a step further and earn the Scout Interest Badge that is related to it. Yay! Another badge on your Scout uniform, showing how well you are doing in learning new-found skills and progressing on your Scout Journey!

As you start to learn **Leadership** by assisting your Patrol Leader, you get to learn more about leadership on the Leadership Development Course 2 (LDC2). OR you will need to show your leadership skills by teaching other Scouts a Scouting skill.

You will need to attend three Patrol-in-Council meetings and find out all about the Court Of Honour (COH) – as an APL (or APL in training) you may have to represent your Patrol at the COH.

Lead a discussion with your Patrol about the prevention of HIV & AIDS.

When you go camping for your **Living Outdoors** theme badge, other leading roles you take will be leading a song or skit at a campfire, in addition to helping to plan and run a Scout's Own.



Track to Discoverer

Let's just take a look at your map again to see that you are still on track to get to the next stop on your route.

As you plan your *Track to Discoverer*, tick off the tasks already planned / completed!



Adventure: Expedition Navigation Skills First Aid Scoutcraft

Safety Awareness: Outdoors Accident Scene Home

Living Outdoors: Camping Survival Stalking & Tracking Cooking

Service: Movement Service Environment Service

Scout Skills: First Aid Skill Set

Personal Development: Leadership

In addition to the First Aid Scoutcraft badge, you will now have one more Scoutcraft badge and one Scout interest badge on your arm for your Discoverer advancement level.

Sometimes when travelling on a journey there are delays, heavy traffic, detours that may slow you down. Make sure that you don't get behind! as it will be difficult to catch up and you may not end up achieving your goal and getting to your destination, your First Class or your Springbok Award.

Stay on track on your '*Track to Discoverer*'!



Road to First Class - "I am Learning to be a Patrol Leader"

The First Class Advancement Level allows you to learn to be a Patrol Leader, by providing you with many leadership opportunities such as planning and organising camps, hikes, and community service projects.

Not every Scout will become a Springbok Scout. But each and every Scout has the potential of becoming a *first class First Class Scout*! Yes, you can!

If you plan properly, you can definitely take the 'Road to First Class' and achieve your First Class Advancement level.

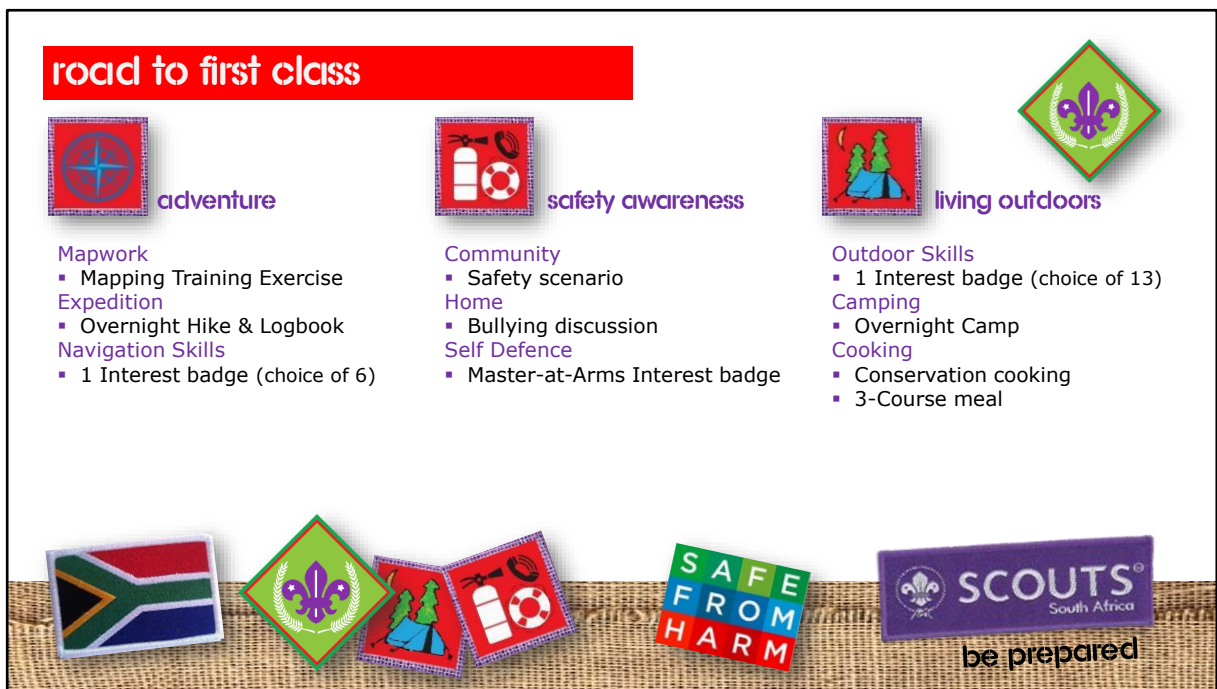
As the Founder Lord Baden-Powell himself said, "A *boy does not really get the full value of Scout training until he is a First Class Scout*"

(*Remember, BP referred only to boys, as at that time there were no girls in Scouting)

While following My Scout Journey along your 'Trail to Traveller' and your 'Track to Discoverer', you will have learned all sorts of exciting new Scouting Skills.

Your Discoverer advancement led you to new discoveries about leadership, and so now is your chance to put that leadership and those Scouting skills learned at the Traveller and Discoverer level into practice as you start to train other Scouts and teach them the skills that you have learned as you continue your journey on the 'Road to First Class'.

The older you get and the more Scouting experience you get, the more challenging the journey becomes!



Road to First Class

You will need to plan and take your Patrol on an *Expedition* of at least 20km. This expedition must be over two days with an overnight sleepover. It doesn't only have to be a hike, although a First Class hike is very popular. You can make it even more exciting by adding an alternative element, like an expedition by canoe or by bicycle, the choice is yours. Afterwards you will need to write a report of at least ten-pages describing your exciting **Adventure**.

Put your leadership and training skills into action and plan and run a training exercise on *Mapwork* for three or more younger Scouts.


By the time you are finished with your Scout Journey you are never going to get lost, as there are more *Navigation Skills* to be learned as you earn your next Interest badge. You will need to choose one of six options.

The 'Road to First Class' includes **Safety Awareness** in the community where you train your Patrol on some basic self-preservation techniques and how to survive an attack. You have the option of the Master-at-Arms Interest badge. As a PL or Senior Scout, it is your responsibility to protect younger Scouts from abuse – so have a chat with your Patrol about bullying.

Earn an *Outdoor Skills* Interest Badge (from a choice of thirteen), run an overnight camp, demonstrate conservation cooking and serve a three-course meal, and you can put the **Living Outdoors** theme badge on your arm.


Why not do all of these on your First Class camp!?

road to first class




service

- Community Service
 - 10-Hour service project
- Movement Service
 - 1 of : Cub Instructor / Event / Recruitment / PLTU staff
- Environmental Service
 - Presentation on Environmental Agency








scout skills

- First Aid
 - First Aid Interest badge
- Skill Set
 - 1 Interest badge (from Traveller Scoutcraft)



(personal development)

- Leadership
 - Complete 5 of the following:
 - Conservation Scoutcraft badge
 - OR Mentor Patrol member
 - Maintain Patrol/Troop logbook
 - Static Scouting Display
 - Lead a Campfire
 - Attend a PLTC course
 - 1 'Physical activity' Interest badge
 - Friendship activity
 - Succession planning

be prepared

Road to First Class

There are a few choices available to you as to the type of 10-hour *Community Service Project* that you can do with your Patrol for your **Service** theme badge. *Helping* a sick person, *Helping* at an old age or children's home, *Helping* prepare a food garden or *Helping* younger children who are disadvantaged. Service is all about *helping* other people!

You can choose to serve the **Movement** by helping at the Pack and earning a *Cub or Meerkat Instructor Badge*, or *recruit* more Scouts to the Scout Troop, or, if you have already successfully attended the course, you can staff on a *PLTU*.

Give a presentation to your Troop on an *Environmental Agency* and how Scouts could get involved with environmental service.

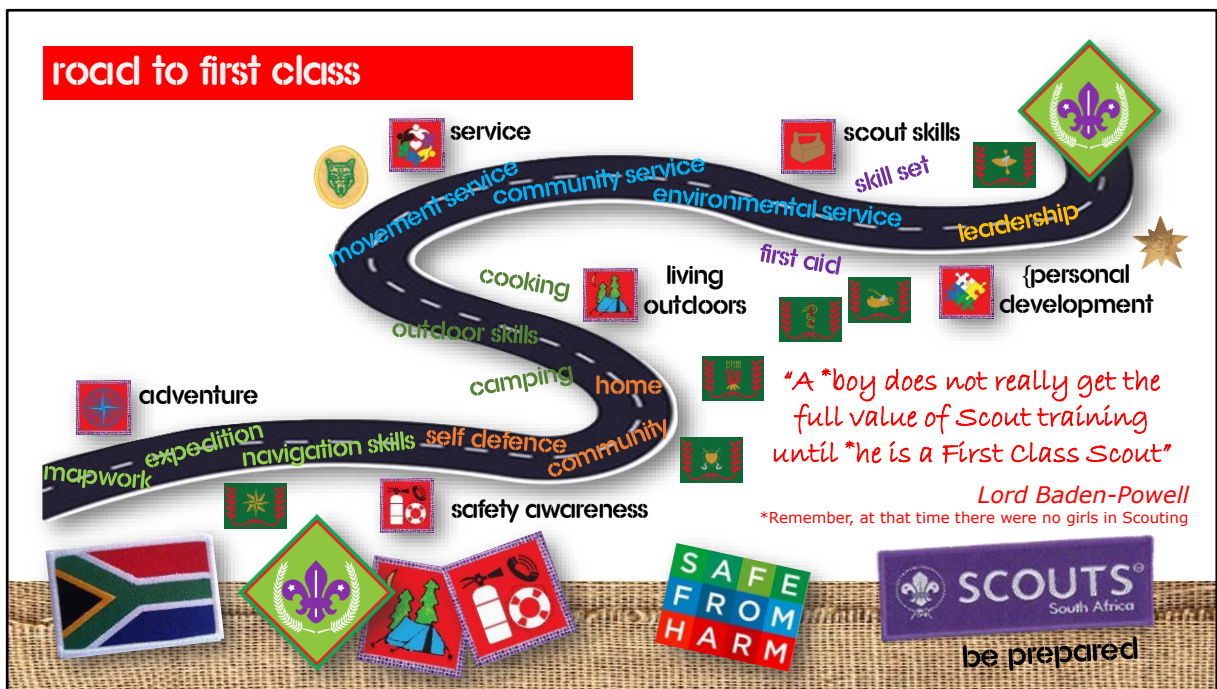
You have already completed the First Aid Scoutcraft badge, so now you can 'upgrade' and complete the requirements for the *First Aid Interest badge*.

You will also need to upgrade the Scoutcraft badge you earned on the Traveller level to a further *Interest badge* in order to qualify for the **Scout Skills** theme.

Five *Leadership* activities will take care of your **Personal Development**.

Some of the options are; achieving a bronze Star Patrol Award OR leading your Patrol members to obtain a Patrol Activities Scoutcraft badge. Maintaining the Patrol/Troop logbook, setting a static public display on Scouting, running a campfire, attending a PLTC, earning a 'physical activity' Interest badge, leading a friendship activity with a Patrol from another Troop and/or implementing a plan to mentor the next Scout in line to you. *Wow! So many routes to choose from!*

Throughout your journey there a lot of choices on the various fun and exciting activities that you can do. Many different routes and directions to choose from! *Take the scenic route*, challenge yourself! Don't always take the easiest or direct route, sometimes the scenic route, although a bit more challenging, is more fun!



Road to First Class

You're almost there! You can practically see the end of the road, the '*Road to First Class*', just a few more adventures, more interesting things to learn along the way and lots more fun and excitement as you continue along your Scout Journey.

So, let's check! Tick off the tasks already planned / completed! ✓

Adventure: Mapwork Expedition Navigation Skills

Safety Awareness: Safety Awareness Community Home

Living Outdoors: Camping Outdoor Skills Cooking

Service: Movement Service Community Service Environmental Service

Scout Skills: First Aid Skill Set

Personal Development: Leadership

And that is it! Nothing more!! If you are successful in journeying along your '*Trail to Traveller*', experiencing more exciting adventures on the '*Track to Discoverer*' and taking Scouts along with you on the '*Road to First Class*', you will easily become a *first class First Class Scout* and get the full value of your Scout training.

Please note that, unlike Traveller and Discoverer, you cannot start working on the next level, Springbok, theme badges. Before you start working on any of your Springbok theme badges, you will need to have completed your First Class, be sixteen years old and register with National to become a Springbok Candidate.



This could be YOU! A first class First Class Scout

When you get to the end of the 'Road to First Class' you will not only be presented with your First Class badge to put in pride of place on your uniform, but you will also be presented with a First Class certificate that you can display proudly on your wall to show everyone that you are a *first class First Class Scout*.

The First Class is the biggest step towards reaching that goal of independence and reliability. To reach this, you will have demonstrated your skill to find direction and guide others - both with and without a compass.

By wearing the badge of a First Class Scout, you are telling all Scouts that you are ready, able, and willing to lead them through difficult situations, to help them learn their skills, and to befriend them as a fellow Scout.

THIS COULD BE YOU! A first class First Class Scout!!

So, where to from here? Is this it? Is your Scout Journey over??

Or . . . Do you want to take another trip? Do you want to broaden your horizons and gain further Scouting experience, have more fun, more adventures and really prove to yourself and to others that you can make the full journey, *the Springbok Journey!*

Are you going to sign-up and become a Springbok Candidate and work to achieve your Springbok Award, the highest accolade that a Scout can achieve in South Africa and become a Springbok Scout!!? The choice is yours.

You must be sixteen and have successfully completed your First Class advancement level before starting your Springbok Journey. If you are not yet sixteen, you can take on some additional challenges before registering for Springbok!

There are four types of Challenge Awards, namely; the Airman's Cord, the Bosun's Cord, the Bushman's Thong, and the Service Cord. The achievement of any one of these Challenge Awards is an opportunity to further your Scouting skills and better

prepare yourself for your Springbok Journey. Are you ready to take up the challenge?



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 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

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.

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

SAFE FROM HARM

SCOUTS South Africa be prepared

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.



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 Major Project

Personal Development: Leadership

That's a wrap!! Springbok Scout in the bag!! Done and Dusted!

But wait . . . there is more! If you have not already done so, you can extend your trip 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 indicates a well roundedness of Scouting skills and interests. *Are you ready to take up the challenge?*

"During your time as a Scout, you will learn how to live with nature, hike safely, camp in comfort, cook your meals over a camp stove or fire and discover many ways to care for the land.

No matter what trying conditions you may face; you'll know how to take care of yourself. You'll develop strength, confidence, and good judgment. You will also learn how to be a good team member and later how it feels to be a leader.

As a Scout you will also learn skills that will help you throughout your lifetime.

Scouting experiences will help you discover that you can make good things happen in your life by planning and setting goals and then reaching for them.

You're in charge of your life and your experiences, and there's no limit to what you can do - if you just put your mind to it."

Hugh "Buzz" Macey, The Scout Trail (2002)



A Parting Thought

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good luck on your
SCOUT journey

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



