

APPENDICES



CHALLENGE AWARDS

Challenge awards are created by S.A.H.Q. from time to time. Any Scout who wishes to earn them may do so (except where special qualifications may be specified). These awards are not part of the general advancement programme.

The following are some Challenge awards:

1. Cords

a. Bushman's thong

To qualify for this award, the Scout must:

Hold the Explorer Badge;

Hold fifteen Interest Badges, of which three must be selected from Hike Leader, Pioneer, Cook, Patrol Leadership, World Conservation and Veldcraft.

The fifteen may include the six, which are required for the Explorer/Sea Explorer/Air Explorer Badge – in other words, nine Interest Badges are required in addition to the 6 required for the Explorer level.



The Bushman's Thong is worn around the right shoulder under the shoulder strap. The free end is carried from the front of the armpit in a loose loop to the button of the right-hand breast pocket, to which it is fastened.

The Bushman's Thong is made of leather and brown in colour.

b. Bosun's cord

To qualify for this award, the Scout must:

Hold the Explorer Badge;

Hold fifteen Interest Badges, of which three must be selected from Lifesaver, Boardsailing, Boatswain, Motorboatsman, Canoeist, Ship's Quartermaster.

The fifteen may include the six, which are required for the Explorer/Sea Explorer/Air Explorer Badge – in other words, nine Interest Badges are required in addition to the 6 required for the Explorer level.

The plaited Bosun's Cord is worn around the right shoulder under the shoulder strap and the tasselled end is carried from the front of the armpit in a loose loop and fastened to the shirt at the left-hand top edge of the right-hand breast pocket.

The Bosun's Cord is dark-blue and white in colour.

c. Airman's cord

To qualify for this award, the Scout must:

Hold the Explorer Badge;

Hold fifteen Interest Badges, of which three must be selected from Air Glider, Air Mechanic, Air Meteorologist, Air Planner, Air Spotter and Model Aero Engineer.

The fifteen may include the six, which are required for the Explorer/Sea Explorer/Air Explorer Badge – in other words, nine Interest Badges are required in addition to the 6 required for the Explorer level.

The plaited Airman's Cord is worn around the right shoulder under the shoulder strap and the tasselled end is carried from the front of the armpit in a loose loop and fastened to the shirt at the left-hand top edge of the right-hand breast pocket.

The Airman's Cord is light-blue in colour.

2. Cub Instructor Badge

To qualify as Cub Instructors, Scouts must be at least fourteen years of age and must have gained the Adventurer Badge. A Cub Instructor is entitled, after six month's service with the Pack, on the recommendation of the PS and GS and with the approval of the DC, to wear the Cub Instructor Badge. (Rule 635)

When it has been awarded, Scouts wear the Cub Instructor Badge on the left breast of the shirt with the lower edge of the badge 3 cm above and centred to the mid-point of the upper edge of the left breast pocket.

3. Water Activities Charge Certificate

A Water Charge Certificate may be issued for any of the following types of boat:

- a. open boats under oars;
- b. open boats or decked boats under sail;
- c. power boats.

A Water Charge Certificate shall further be endorsed for:

inland waters with no special difficulties

and/or special inland waters

and/or coastal waters.



Water Charge Certificate requirements for Scouts:

The issue or endorsement of a Water Charge Certificate for open boats under oars shall be conditional on the holding of the Boatman Badge.

The issue or endorsement of a Water Charge Certificate for open or decked boats under sail shall be conditional on the holding of the Boatman and Helmsman Badges.

The issue or endorsement of a Water Charge Certificate for power boats shall be conditional on the holding of the Boatman and Motorboatman Badges and on the possession of an elementary practical knowledge of motors and the ability to effect simple repairs.

The endorsement of a Water Certificate for special inland waters and for coastal waters shall at the discretion of the Area Water Activities Advisory Committee, and conditional on holding the lifesaver Badge.

In addition, the Area Water Activities Advisory Committee shall lay down such additional requirements, as it may deem necessary in regard to:

- a. Knowledge of boats and boat work as applied to the type of boat and the class of water;
- b. Knowledge of boat orders: the ability to give them and to apply them;
- c. Knowledge of safety precautions: the ability to comply with them and to secure compliance with them;
- d. Knowledge of the appropriate action in emergencies; the ability to carry out such actions and to secure the obedience of others in emergencies;
- e. Knowledge of the “Rules of the Road” on water.

Candidates for Water Charge Certificates or endorsements must be recommended by their TSs and Group Councils as capable leaders.

Where necessary, the examiner for the Water Charge Certificate or endorsement may require candidates to re-pass parts of all of the tests for qualifying badges.

Charge Certificate emblems: Where a Charge Certificate has been authorized under Rule 903, an emblem is worn with its lower edge 3cm above the right-hand breast pocket and with the right-hand edge of the badge in line with the right-hand edge of the pocket.

4. Patrol Leader Training Unit Badge

Scouts who have qualified at an approved Patrol Leader training course organised by an Area Patrol Leader Training Team wear the Patrol Leader Training Unit badge. The badge is worn on the right breast 3 cm above the right-hand breast pocket and with its left-hand edge in line with the left-hand edge of the pocket.



5. Scout Wings

Scout Wings may be presented at a suitable function to any member of the Movement who has complied with one of the following requirements:



- a. Qualified for a student pilot licence in power flying (fixed wing or micro light) after performing one solo flight; or
- b. after completing three solos on Gliders; or
- c. having executed five parachute jumps or paraglider flights.

The badge is worn by SCOUTS and SCOUTERS who have qualified for the Scout Wings in terms of Rule 645.6. The badge is worn indefinitely by Scouts who have flown solo. Scouters who have ceased to train for the private pilot's licence must cease to wear the badge.

A gold wing superimposed on pale blue background with a silver laurel around the Scout Badge in the centre, may be worn by any Scout or Scouter who has passed his final flight test in power flying or in a glider.

A silver wing superimposed on pale blue background with a silver laurel around the Scout Badge in the centre, may be worn by any Scout or Scouter who has qualified for a student pilot licence in power flying after performing one solo flight, or after completing 3 solo flights in gliders.

A silver wing with the addition of a yellow parachute above the laurel, may be worn by any Scout or Scouter who has executed 5 parachute jumps.

A silver with the addition of a red paraglider above the laurel, may be worn by any Scouter who has executed four paraglider flights.

Wings are worn on the left breast with the lower edge 1cm above and centred to the mid-point of the upper edge of left-hand breast pocket.

SCOUTS who qualify for more than one wing may wear only one emblem at a time. The emblem may be of their own choice.

6. President's (Gold Shield) Award

Any Scout may attempt the scheme run by the National Council of the Gold Shield Award Scheme. There are three levels of the Award which may be attempted at any time after the birthdays shown, to be completed over the minimum period indicated.

Bronze 14th birthday minimum six months

Silver 15th birthday minimum twelve months

Gold 16th birthday minimum eighteen months

Each level of the award involves achieving a personal improvement in activities from each of the following four areas: Skills, Physical recreation, Expeditions, Service.

In addition there is a mandatory Residential Project at the Gold level. This takes the form of voluntary service or training away from home.

Any activity that forms part of a Scout badge requirement or of any other Challenge Award may also count towards the requirements of a Gold Shield Award. Any Scout who earns a Gold Shield Award may wear the badge on their Scout uniform in terms of Rule 808.5.

The badge is worn with its lower edge 3cm above the left-hand breast pocket and with the left-hand edge of the badge in line with the left-hand edge of the pocket.

The requirements are listed on the next page.



The President's (Gold Shield) Award

Bronze

Start between 1423

Service

Choose one form of service and train and/or give practical service to others.

Examples: Swop-a-choc, Community Service, Lifesaving, Care for Animals, First Aid and many others.

Expeditions

After basic training including one practice journey, plan and carry out a two-day venture in the country including one night camping.

Complete an expedition covering a minimum of 24 km on foot.

Expeditions on horseback or by canoe or boat can also be undertaken.

Skills

Choose a hobby, vocational interest or some other leisure interest; follow it regularly for six months and improve your skill or knowledge.

Examples:

Computers, Motor mechanics, Cookery, Woodwork, Typing, Trickle-up, Business skills and more. There are nearly 200 activities and topics to choose from.

Physical recreation

Take up a physical activity for at least six weeks, reach a given standard or show improvement.

Examples: Athletics, Dancing, Yoga, Swimming, Keep fit, Rugby. There are over 70 to choose from.

Silver

Start between 15-23

Service

Choose one form of service, then train and/or give practical service to others over six months.

Examples: SAPPI W.O.W, Conservation, Welfare, Mountain Rescue, Child Care and many others. You need not repeat training you've already done at Bronze level.

Expeditions/Explorations

After basic training, plan and carry out a three-day venture in unfamiliar country including two nights camping.

Either: Expedition – Complete a journey covering a minimum of 48 km on foot.

OR

Exploration – Complete an exploration spending more time on a study or an activity than journeying.

Note: Similar ventures on horseback or by cycle, canoe or boat can also be undertaken.

Skills

Choose a hobby, vocational interest or some other interest; follow regularly for 12 months (six months for those who have qualified at Bronze) and improve your skill or knowledge.

Examples: Ornithology, Boat building, Money Matters, Playing a musical instrument.

There are nearly 200 activities and topics to choose from.

Physical recreation

Take up a physical activity and show improved performance over at least eight weeks.

Examples: Judo, Team games, Archery, Trampolining, Diving, Cycling.



Gold

Start between 16-23

Service

Choose one form of service and train and give practical service to others over a period of at least 12 months.

Examples: Aids awareness, Community Service, Mountain leadership, Home Nursing, Youth service training, Adopt-a-granny and many others. You need not repeat training already covered at Silver level.

Expeditions/Explorations

After basic training, plan and carry out a four-day venture in unfamiliar country including three nights camping.

Expedition – Undertake a journey with a purpose in unfamiliar country covering a minimum of 80 km on foot.

OR

Exploration – Complete an approved study or other activity in wild or open country including at least ten hours journeying.

OR

Other adventurous project – Complete some other approved adventurous project of an equally, or more demanding nature.

In each case there should be an average of eight hours planned activity each day. Comparable ventures on horseback or by cycle, canoe or boat are also acceptable.

Skills

Choose a hobby, a vocational interest or some other leisure pursuit; follow it regularly for 18 months (12 months if you have your Silver) and improve your skill or knowledge. You can, if necessary, change your choice once during this period.

Examples: Motor cycle maintenance, Drama, Be your own Boss course, fishing. There are nearly 200 activities and topics to choose from.

Physical recreation

Take up a physical activity, for at least twelve weeks, reach a certifiable standard or show improved performance.

Examples: Squash, Soccer, Weightlifting, Water skiing, Swimming, Cricket.

Residential project

Undertake a purposeful enterprise involving voluntary service or training away from home over a period of at least five days.

COMPULSORY BADGES FOR EXPLORER

Compulsory badge for “Explorer, Sea Explorer and Air Explorer”

First Head

1.
 - a. Show a good knowledge of how to activate the Emergency Medical Services in your area.
 - b. Show that you keep the names, addresses and phone numbers for emergency help where you can find them quickly.
2. Explain the general principles of dealing with accidents.
3. Explain the signs, symptoms and treatment of shock.
4. Discuss with the examiner the signs, symptoms and treatment (where applicable) of serious bleeding including internal bleeding.
5. Use an improvised bandage to hold a dressing in place on the arm, hand, ankle and head.
6. Demonstrate how to treat suspected fractures using improvised methods, and discuss with the examiner the dangers of fractures to the spine.
7. Explain and demonstrate how to apply cardiopulmonary resuscitation.
8. Demonstrate the correct method of lifting a person onto a stretcher.
9. Demonstrate 4 methods of transporting patients eg fireman’s lift; walking assist; one-man carry; four-hand seat; two-man carry.
10. Discuss the causes and treatment as well as the precautions to take to prevent:
 - a. Cold exposure (hypothermia)
 - b. Heat exhaustion
 - c. Sunburn.
11. As a member of a team of at least three other Scouts deal with a First Aid incident staged by the examiner.

Plus two for “Air Explorer”

Air Navigator

1. Hold the Air Planner Scoutcraft Badge.
2. Explain the Semi-circle Rule and the importance of keeping to correct flight levels.
3. Be able, to point out the features overflow on an imaginary triangular cross country flight of at least 150 nautical miles flying at a height of 3000 feet above ground level.
4. Explain what is meant by:
 - a. altitude; height; transition level; transition altitude; flight level.
 - b. QNH; QFE; QNE.
5. Measure the distance and true reading between two points on an aeronautical chart and calculate drift, given the wind strength and direction in scale drawing, without the use of a computer.
6. Illustrate by means of a simple diagram how a fix can be obtained from two position lines. Describe briefly two ways in which bearings can be obtained in an aircraft, thus enabling position lines to be drawn on a chart. Obtain a fix by transferring one of the two position lines.
7. Demonstrate a basic knowledge of aeronautical maps and charts with emphasis on Lamberts Conformal and Mercator charts. Show a general knowledge of time: GMT and sunrise and sunset.
8. Plot the magnetic heading required to make good the track between two places on an aeronautical chart given an airspeed and a forecast wind velocity. Given a time of departure, work out the estimated time of arrival (ETA). From a time fix indicated on the chart during an imaginary flight, work out the track made good, actual wind velocity, new track required, magnetic heading to steer and revised ETA. This test is to be done using a computer. Complete a standard ATC Flight Plan Form for the imaginary flight.
9. Explain overdue action.
10. Show a basic knowledge of radio navigation: radio aid equipment available; VOR; ADF; TACAN; basic operation of ground stations. Understand the concept of Global Positioning Systems (GPS).

References:

Ground Study for Pilots, Vol. 1. S E T Taylor and H A Parmar (Grenada)

Aviation Plotting Notes – Navigation, Grand Central Aviation College

Air Traffic Controller

1. Have passed the Airmanship Scoutcraft Badge, or complete parts 1 & 2 of its requirements.
2. Demonstrate aircraft marshalling signals by day and by night.
3. State, after visiting an airport, the objectives and functions of the air traffic services (i.e. Air Traffic Controller, the tower, approach, information, fire brigade and any other services).
4. Explain the use of equipment used by minor airfield control towers.
5. Recite the phonetic alphabet.
6. Describe the types of separations used in Air Traffic Control.
7. Identify three local beacons by their morse signals and radio frequency.
8. Know the morse alphabet.
9. Demonstrate, with the examiner acting as the pilot, an air traffic controlled circuit pattern from start-up to shut-down.
10. Draw a runway and its circuit patterns, indicating:
 - a. Climb-out; cross wind; down wind; base leg; final leg.
 - b. Runway markings by night and by day.
 - c. Likely windsock position and landing direction relative to wind direction.
 - d. Taxi-ways; over-shoot; under-shoot areas.
11. Explain the importance of aircraft adhering to flight levels and how these are calculated and obtained.
12. Explain the aircraft priority order for landing at an airfield and the rules governing right-of-way.
13. Know the radio readability scale.
14. Know the international calls for distress and emergency.
15. Explain what is meant by the term "QDM 050".
16. State what types of "flight rules" are available to pilots.

OR two for “Sea Explorer”

Boatman

1. Pass or have passed the requirements for the Boatmanship Scoutcraft Badge.
2. Pass or have passed the requirements for the Swimmer Interest Badge or carry out all three of the following:
 - a. be able to swim at least 150 metres in shorts, shirt and socks;
 - b. be able to swim 250 metres in any style;
 - c. be able to remain afloat for at least three minutes (using clothing inflation).
3. List the basic gear, including emergency equipment, that should be carried in a pulling boat.
4. Demonstrate how to load a pulling boat with stores and personnel, and how to trim the boat correctly.
5. Name all the parts of a pulling boat, oars and rudder.
6. Sketch three types of anchors, label the parts and discuss the advantages and disadvantages of each type.
7. Explain how to use the Beaufort Wind Scale for determining safe boating conditions.
8. Know the dangers of and the precautions to be taken against waterborne diseases (bilharzia, Typhoid, Cholera, etc).
9. Demonstrate the correct procedure to follow for the resuscitation of the apparently drowned using a Rescue-Anne or similar model.
10. Demonstrate the following splices:
 - a. Eye Splice
 - b. Short Splice
 - c. Dockers’ Splice
 - d. Back Splice
11. As a member of a boat’s crew, demonstrate your ability to carry out the following:
 - a. As Stroke:**
 - i. Keep an even stroke.
 - ii. Change the pace in response to commands.
 - b. As Crew:**
 - i. React promptly to commands.
 - ii. Feather and trail oars correctly.

- iii. Pull an oar correctly and in time to stroke.
- iv. Have a working knowledge of all the commands.

c. As Bowman:

- i. Weigh and drop anchor correctly on command.
- ii. Take depth readings.
- iii. Throw a heaving line from Bowman position to land between two markers 2 metres apart from a distance of approximately 10 metres.
- iv. Pick up a small object from the water.

e. As Coxswain:

- i. Maintain boat discipline.
 - ii. Execute an emergency stop.
 - iii. Approach, make fast and cast off from a buoy.
 - iv. Pick up a small object from the water.
 - v. Bring the boat alongside a jetty or another boat, make fast and cast off correctly.
 - vi. Carry out a lost oar drill.
 - vii. Without a rudder, complete a 3 point course including a 180° turn, collect a small object from the water; approach and reverse onto a jetty, buoy or alongside another boat.
 - viii. Rescue a conscious man from the water.
 - ix. Rescue an unconscious man from the water.
 - x. Whilst afloat, rig a jury sea anchor from items in the boat and demonstrate its use.
 - xi. Check the boat for buoyancy.
12. Plot your position on a chart and follow a compass course of at least six bearings.
13. In addition to the requirements for the Boatmanship Scoutcraft Badge, log at least 7 hours of pulling as crew and 3 hours as coxswain.

OR

14. Plan, or assist in planning, and complete a journey of not less than 6 hours in a gig. Keep a log of the journey. In both cases the log must be certified by your Troop Scouter.

Helmsman

1. Pass or have passed the requirements of the Sailing Scoutcraft Badge.
2. Pass or have passed the requirements for the Swimmer Interest Badge or carry out all three of the following:
 - a. be able to swim at least 150 metres in shorts, shirt and socks.
 - b. be able to swim 250 metres in any style.
 - c. be able to remain afloat for at least three minutes (using clothing inflation).
3. Sketch three types of anchors, label the parts and discuss the advantages and disadvantages of each type.
4. Explain the International Rules of the Road and the South African Yacht Racing Association Rules:
 - a. as applicable to right-of-way and steerage.
 - b. as applicable to the basic organisation and execution of a yacht race.
5. Explain how to use the Beaufort Wind Scale for determining safe boating.
6. Identify and discuss the different types of sails as used on sailing craft e.g. mainsail, spinnaker, genoa and jib.
7. Name the parts of the standing and running rigging.
8. Explain how you would get underway after running aground.
9. Demonstrate the correct procedure to follow for the resuscitation of the apparently drowned on a Resusci-Anne or similar model.
10. Demonstrate the following splices:
 - a. Docker's Splice
 - b. Eye Splice
 - c. Back Splice
 - d. Short Splice
11. Demonstrate the following:
 - a. Rescue a conscious person from the water.
 - b. Rescue an unconscious person from the water.
12. Take the helm and carry out the following:
 - a. Come alongside, moor and get underway from a buoy and from a jetty.
 - b. Make and shorten sail.
 - c. Steer a compass course of at least 6 bearings and pick up an object from the water.
 - d. Whilst afloat, rig a jury sea anchor from items in the boat and demonstrate its use.

- e. Sail a figure of eight course between two markers without the use of a rudder.
 - f) Sail without Centreboard/Daggerboard.
 - g) Sail on Jib alone.
13. In addition to the requirements of the Scoutcraft Badge, log at least 10 hours of sailing in various conditions over a period of 3 months as helmsman. This log is to be certified by your Troop Scouter.

OR

14. Compete as helmsman in three series of races under SAYRA rules. The log for these races to be signed by the Bridge Crew.



OR two for Explorer

Backwoodsman

NOTE: The general scheme for examining this badge is that a Scout – will be dropped off at a point and be required to hike a distance of at least 3 km cross country without using a map, compass or roads and without making enquiries, to arrive at a place, invisible from the start point, where the rest of the badge will be examined. He will carry a rucksack, which must contain everything required to undertake the badge including his rations. The examination must be conducted as an adventure and should last for 45-48 hours including the time taken on the initial hike. Generally, the adventure will commence on an afternoon; include two nights in camp and end on the afternoon of the last day.

1. Have passed the Survival Scoutcraft Badge or complete all the requirements for it.
2. Take part in a survival adventure in an area unfamiliar to you which lasts for at least 45 hours.
3. During the adventure demonstrate the following backwoods skills:
 - a. **Shelters**

Describe various types of natural shelters you could utilise in wild country (woodlands, forests, veld, deserts etc) in order to protect yourself from the sun, cold, wind and rain.
 - b. **Food**
 - i. Explain what resources are available as food in wild country.
 - ii. Collect 3 different indigenous edible fruits and/or plants and prepare them as food. Explain how you would distinguish between edible and poisonous fruits and plants if you were uncertain. Discuss the dangers of eating unfamiliar fruits or plants.
 - iii. Construct three different snares or traps to catch animals/ birds/fish. Discuss the importance of using snares or traps only in a personal survival situation and also the importance of destroying snares and traps after use or when discovered in the veld/bush.
 - iv. During the adventure cook all your meals from raw ingredients over an open fire without using utensils or aluminium foil. For one meal, clean and cook a chicken or other bird, or a fresh fish, or a small animal.
 - c. **Water**
 - i. Discuss with the examiner where water can be found in wild country. Describe the methods of conserving water when in short supply.
 - ii. Make a solar still to collect water by condensation.
 - d. **Navigation**
 - i. Cross 3 km of unknown country by day without using compass, roads or a map and without making enquiries.

- ii. Cross 2 km of unknown country at night without using a compass, roads or a map and without making enquiries.
- e. Hazards**
- i. Demonstrate three of the following methods of signalling in order to attract attention if lost: Makeshift flags, signalling mirror, smoke, flashlight, ground to air signs, body signals, beacon fires or whistle signals.
 - ii. Recognise the most common venomous snakes in your area. Describe the precautions to avoid being bitten by snakes or stung by scorpions and the first aid treatment for snakebite.
 - iii. Discuss the precaution to take when in an area inhabited by animals such as predators, elephant, buffalo, rhinoceros, hippopotamus and baboons.
 - iv. Recognise the signs, and symptoms of bilharzia, Malaria, Tick Bite Fever and Typhoid Fever. Demonstrate knowledge of the precautions to take to avoid these diseases and how to treat them.

Mapping

1. Have passed the Map Reading Scoutcraft Badge, or complete all the requirements for it. Be prepared to be examined on any requirement of the Scoutcraft Badge, with a higher level of skill expected.
2. Explain the relationship between different map scales, the importance of selecting the correct map for the task and of using the latest information available. Explain the system of numbering maps and how to obtain maps.
3. Demonstrate your knowledge of contours by carrying out an exercise set by the examiner to determine intervisibility and the gradient of slopes. Draw a rough profile between two points on a map selected by the examiner.
4. Make a map to scale 1 : 500, using an improvised plane table, of a fairly open area of land about 4 hectares (40 000 sq m) in extent specified by the examiner. The area should be of such complexity that a baseline with at least four legs would be required, and approximately 100 sightings (total of sightings from all stations) and approximately 50 other measurements must be taken. In rural areas, the examiner will specify the amount of detail required to provide a test of equivalent difficulty. Rough maps and field sheets must be produced for inspection by the examiner.
5. Make a strip map to scale 1 : 2000 of a minimum of a one kilometre section of road specified by the examiner. Show all the main features which are visible for a reasonable distance on each side of the road. Field records must be kept in a systematic manner and field sheets or field books must be produced for inspection.
6. Demonstrate an understanding of lines of latitude and longitude, and the grid reference system based on zero X at the equator and zero Y at a line of longitude used by land surveyors in South Africa (as shown on maps of the 1 : 50 000 and 1 : 10 000 series). Determine the grid references for given points on a map, and find the correct points for given grid references.

RECOMMENDED READING

Scouting for Boys by Robert Baden-Powell

The Veld Lore Scrapbooks

International Show and Do Conservation Kit by Vic Clapham,

101 Thrifty Ideas for Energy Conservation by Vic Clapham

“Scout Achievement” books on Conservation

Camping Standards by F D Quinn