

the scout trail



be prepared

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troop membership

To be invested you need to complete the Link Badge or Troop Membership.

Link Badge requirements

(Responsibility of the Troop Scouter)

1. Attend at least three formal Troop meetings.

To be completed with your Future Patrol Leader:

2. Demonstrate correctly the Scout Salute, Scout Sign and the Left Handshake, and explain when each is used.
3. Recite the Scout Motto.

To be completed with your Troop Scouter:

4. Repeat from memory the Scout Promise and Law, and explain their meaning and how to carry them out.
5. Show a general knowledge by talking about the life of the Founder, Lord Baden-Powell of Gilwell, why he started Scouts and the spread of Scouting worldwide.
6. 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.
7. Show an understanding of your rights and responsibilities as a child and when to say "no".

Troop Membership

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

1. Repeat from memory the Scout Promise and Law and, in accordance with your age, explain their meaning and how to carry them out.
2. Demonstrate correctly the Scout Salute, Scout Sign and the left handshake, and explain when each is used.
3. Know the Scout Motto.
4. Show a general knowledge of the life of the Founder, Lord Baden-Powell of Gilwell, and the spread of Scouting worldwide.
5. 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: These requirements must be completed with the Troop Scouter as soon as possible and preferably within three weeks of your joining the Scout Troop.

traveller

Adventure:

1. Mapwork
 - i. Orientate a map to North. Explain the difference between True North and Magnetic North.
 - ii. Draw a simple map, using traditional mapping symbols, showing the presence of significant features around your Scout meeting place, home or school for at least 1km. Show 5 points of interest on your map, e.g. police station, fire station, shops, doctors, etc.
 - iii. Be able to direct someone to two places in your community that are at least three kilometres apart.
OR
Using a street map, find the shortest route to two points of interest up to five kilometres away.
 - iv. Demonstrate how to find 'North' without a compass, as well as with a compass or an improvised compass.
2. Expedition
 - i. Participate in a one day or overnight expedition of at least 10km in distance. The expedition can take place on land, or water. Scouts can either walk or use any form of self-propelled transportation. A week after the expedition, give an oral report back to your PL or Scouter on what you experienced.

Safety Awareness:

1. General safety
 - i. Discuss in your Patrol OR stage a role-play with another Scout that emphasises the importance and principle of the buddy system.
2. In an emergency situation
 - i. At a simulation staged by your PL or Scouter, know how to approach an emergency scene safely, including the 4 H's (Hazards, Hello, Help, History) and the importance of your own safety over the safety of the patient. Memorise the main contact numbers for the various emergency services in your area and know how to report an emergency to these services correctly.
 - ii. Discuss various methods of how to draw attention to yourself in an emergency situation where you do not have access to a telephone.
 - iii. Show a basic knowledge of ground-to-air signals.
 - iv. Understand the dangers of fires and how they spread. Describe that you know how to use a fire extinguisher of any sort, and under the correct conditions. Demonstrate how to extinguish a camp or camp kitchen fire correctly using a sand or water fire bucket.

3. In water
 - i. Earn the Swimming Scoutcraft badge.
OR
Swim at least 50m in any stroke and keep yourself afloat for 5 minutes using any method as appropriate to your environment.
OR
At the discretion of your Scouter, design and make a poster that explains water safety and how to be safe around bodies of water.
 - ii. Explain and demonstrate the components of the Reach, Throw, Row and Go concept of assisting a swimmer in difficulty.

Living Outdoors:

1. Shelter
 - i. Go camping for a total of three nights. This can be at formal camping sites or identified safe areas in the community.
During these camps show your PL or Scouter that you have the skills to do the following:
 - a. As part of a Patrol (or by yourself) pitch and strike a tent or other communal shelter.
 - b. Using natural or recycled materials, build a shelter for yourself, make a bed on the ground and sleep there for one night.
 - c. Assist in the construction of a Patrol campsite.
2. Cooking
 - i. Lay and light a fire and cook a simple meal from raw ingredients for yourself. Explain the dangers of a fire for cooking and explain the necessary precautions to prevent an accident.
 - ii. Start a fire with either 1 match or an alternative fire-lighting method (excluding a lighter).
3. Equipment care
 - i. Explain, and where possible demonstrate, how to care for and store at least four of the following items of equipment in your Troop:
 - a. Tents, gazebos and other forms of shelter.
 - b. Kitchen equipment.
 - c. Ropes, poles and other pioneering equipment.
 - d. Gas cooking and lighting equipment or their equivalent.
 - e. Compasses, maps and other navigational equipment.
 - f. Any specialised equipment like climbing gear, boats or aircrafts.
4. Personal
 - i. Use a kit list to check and pack your personal kit.
 - ii. While on a camp, maintain personal hygiene and explain the need for it.

Service:

1. Service

- i. Be an active member of your Troop's service activities and spend at least 6 hours participating in them.
2. Environment
 - i. Explain the reason for the Outdoor Code.
 - ii. Obtain the Conservation Scoutcraft badge.
OR
Complete one of the following (or other suitable project as approved by your COH or Scouter):
 - a. Construct a bird feeder and keep a list of the birds that you see over a period of a week.
 - b. Clean up litter at your school or other public area agreed upon by your COH or Scouter.
 - c. Assist at a local animal shelter for 10 hours.
 - d. Clear alien vegetation from an area agreed upon by your COH or Scouter.
 - e. Clean part of a waterway as agreed upon by your COH or Scouter.
3. Movement service
 - i. Bring two friends to visit your Troop meetings or a Troop activity.
OR
Participate in a Patrol activity where you wear your uniform for an event in a public place.

ScOUT Skills:

1. Knots
 - i. Tie the six basic knots and show where and why they are used:
 - a. Reef Knot
 - b. Sheet Bend
 - c. Clove Hitches
 - d. Sheepshank
 - e. Round Turn & 2 Half Hitches
 - f. Bowline
2. Lashings
 - i. Tie the following lashings and show where and why they are used:
 - a. Square Lashing
 - b. Shear Lashing
 - c. Figure-of-eight Lashing
3. Axemanship
 - i. Demonstrate the parts of an axe and/or a bowsaw.
 - ii. Demonstrate how to sharpen an axe or any other blade.
 - iii. Demonstrate the safe use of an axe and/or bowsaw.
 - iv. Know how to care for and store an axe and/or bowsaw.
4. First Aid
 - i. Wounds and bleeding:

- a. Explain the importance of the correct use and disposal of latex gloves.
 - b. Demonstrate how to clean and dress a wound.
 - c. Demonstrate how to control bleeding.
 - d. Explain the dangers of a dirty wound and the potential risk for HIV and Hepatitis B caused by exposure to other people's blood.
- 5. Skill set
 - i. Complete at least two of the following Scoutcraft badges:
 - a. Pioneering Scoutcraft badge
 - b. Handyman Scoutcraft badge
 - c. Watermanship Scoutcraft badge
 - d. Airmanship Scoutcraft badge
 - e. Climbing Scoutcraft badge
 - f. Observation Scoutcraft badge
 - g. Fires and cooking Scoutcraft badge
 - h. Food for Life: Starter

Personal Development:

- 1. Scout Movement
 - i. Keep a record book of Scout events (e.g. camps and hikes) that you have attended. This should include at least 5 entries.
 - ii. Take an active role in the Troop flag ceremony and give the opening and closing prayer or thought of the week.
 - iii. Fulfil the requirements of a basic leadership course (Leadership Development Course 1).
 - OR
 - Demonstrate your leadership by planning a Patrol day activity including the permit, programme, catering, etc.
 - iv. Explain the use and reason for the Patrol structure in the Scout movement as well as the function of the Group, District and Region (where applicable). Participate in a Patrol in Council meeting.
 - v. Attend a campfire and participate in a campfire skit.
- 2. Body, mind and soul
 - i. Complete one of the following Scoutcraft badges:
 - a. Patrol activity
 - b. Religion and Life
 - c. Dance
 - d. Fitness
 - ii. Attend and participate in a Scouts' Own ceremony.

discoverer

Adventure:

- 1. Expedition

- i. Plan and run a day expedition of at least 10km for your Patrol which fulfils at least one of the following criteria:
 - a. Use a recognised hiking trail;
 - b. Hike to another Scout hall;
 - c. Hike to an unusual or interesting locality;
 - d. Plan and execute a route on a dam or waterway.

THEN

Write at least a five page log (that includes a strip map of a certain section of the hike) and submit it to your Scouter for approval. The log must be submitted within two weeks of the expedition.

As part of your preparation for this expedition you must have achieved the First Aid Scoutcraft badge.

2. Navigation skills

- i. Complete one of the following Scoutcraft badges:
 - a. Map Reader
 - b. Hiking
 - c. Chart Reader
 - d. Air Planner

Safety Awareness:

1. At home

- i. Devise a safety checklist for your house or other building.
- ii. After approval by your Scouter, use that checklist to make an inspection of the building. Hazards that could be checked include: oil lamps; pressure stoves; synthetic material, silk, nylon, Christmas decorations; plastics; inflammable liquids; electrical outlets or appliances; Liquefied Petroleum Gas (LPG), etc.
- iii. Explain the hazards found, why they are hazardous and how they can be corrected. Within the constraints of your ability and finances, correct these hazards you have identified.

2. Outdoors

- i. While on a camp, assess the potential hazards in and around your campsite. Compile a list and discuss these hazards with your PL or Scouter. Assist in rectifying these hazards.
- ii. Give an accurate account of an incident, either natural or staged, lasting at least 1 minute and involving at least 3 people to your PL, Scouter or designated person.

3. At the scene of an accident
 - i. At an accident scene staged by your PL or Scouter, demonstrate an ability to take charge of the scene of an accident. As part of the incident you should ensure that the scene is made safe, that other first aiders are conscious of their and the patient's safety and that the incident is properly reported to the proper authorities. Use your first aid skills to provide basic first aid to the patient.

Living Outdoors:

1. Camping
 - i. Produce a proportional drawing or a model of a standing Patrol campsite, making use of the equipment available in your Troop, and explain reasons for the layout.
 - ii. Demonstrate your ability to assist your PL or Scouter in planning one part of the logistics: like first aid or meals and food shopping or sourcing of equipment for a Troop or Patrol camp as well as assisting in the training of younger Scouts on the camp. Be responsible for one specific aspect of the camp.
2. Cooking
 - i. Cook a balanced dinner in a backwoods style (without the use of pots or standard kitchen utensils).
 - ii. Bake a loaf of bread over a fire.
3. Survival
 - i. Earn the Survival Scoutcraft badge.
OR
Demonstrate how to meet the following needs in a survival situation in the outdoors:
 - a. Food
 - b. Shelter
 - c. Warmth
 - d. Clean drinkable water
4. Stalking & tracking
 - i. Demonstrate ways to stalk and track animals including the use of camouflage. This exercise should include the solving of a tracking story set by the examiner or tracking an animal for 500m in the bush.
 - ii. Undertake one activity involving nature observation. Examples of this are:
 - a. How to identify animal spoor at a waterhole, beach or place where spoor or footprints are evident.
 - b. Making negative or positive castings or sketches of a variety of impressions and identify the animals involved.
 - c. Developing a bird or animal list from the spoor prints or observing the changes in bird and animal life at three different times in one day.

- d. Any similar activity approved by your Scouter.

Service:

1. Movement service
 - i. Complete **one** of the following or a similar event approved by your Scouter:
 - a. Write an article or report on a Scout event that you have attended or a component of your Troop history for a paper or Troop blog or website.

OR

 - b. Organise a wide game or similar activity in a public area in uniform.
2. Environmental service
 - i. Earn the World Scout Environment badge

OR

Identify an outdoor environmental service project to improve the quality of the environment in your community. The total project should take six hours. Complete this service by yourself or lead your Patrol in meeting this need.

ScOUT Skills:

1. First Aid
 - i. Complete the First Aid Scoutcraft badge.
2. Skill set
 - i. Complete an Interest badge from the Skill set (Scoutcraft) obtained in the Traveller section:
 - a. Pioneering
 - b. Handyman
 - c. Boatman
 - d. Helmsman
 - e. Canoeist
 - f. Air Traffic Controller
 - g. Air Glider
 - h. Rock Climbing
 - i. Cook
 - j. Food for Life: Silver
 - k. Veldcraft

Personal Development:

1. Leadership
 - i. Attend three Patrol in Council meetings and explain the functions of both the Patrol in Council and COH to your Scouter.
 - ii. Attend a course or fulfil the criteria for LDC2 (Leadership Development Course 2).
OR
Demonstrate your ability to effectively teach Scouts a Scouting skill.
 - iii. Assist in planning a Scouts' Own and help run it on a camp.
 - iv. Lead a song or other activity at a Scout campfire.
 - v. Hold a discussion with your Scouter about the prevention of HIV & AIDS and other viruses contained in blood and the importance of abstinence. Show general knowledge of the prevention, symptoms, treatment and care. Then lead a discussion with your Patrol on this topic. Once you have completed this activity, you may wear the HIV/AIDS awareness badge on your uniform.

first class

Adventure:

1. Mapwork
 - i. Plan and run a training exercise for at least three younger Scouts on three aspects of mapping skills, as agreed upon by your Scouter.
2. Expedition
 - i. Plan and take your Patrol on an expedition which is a hike /walk / non-motorised form of transport expedition of at least 20km (or equivalent activity). This expedition must be over two days and have an overnight component.

THEN

Write a report of a minimum of ten pages that will be submitted within three weeks after completion of the expedition to your Scouter.

3. Navigation skills
 - i. Complete one of the following Interest badges:
 - a. Mapping
 - b. Voyager
 - c. Air Navigator
 - d. Guide
 - e. Advanced Navigation
 - f. Charting

Safety Awareness:

1. In the community
 - i. Research one of the following scenarios and, after discussion with your Scouter, prepare an imaginative training exercise, chosen from the list below, designed to provide your Patrol members with practical advice on how to survive a scenario with the least risk of harm. Run the exercise and discuss the results with your Scouter:
 - a. A hijacking;
 - b. A home intrusion;
 - c. An armed robbery;
 - d. A gang battle;
 - e. Any other similar topic approved by your Scouter.
2. At home
 - i. Lead a discussion in your Patrol on abuse and bullying at school or on the internet, including how to protect younger Scouts or friends from abuse.
3. Self defence
 - i. Learn some basic self-preservation techniques/ strategies and train your Patrol in these.

OR

Earn the Master-at-Arms badge.

Living Outdoors:

1. Outdoor skills
 - i. Earn one of these Interest badges:
 - a. Ornithologist
 - b. Hike Leader
 - c. Astronomer
 - d. Weatherman
 - e. Woodcraftsman
 - f. Backwoodsman
 - g. Camp Quartermaster
 - h. Water Biologist
 - i. Air Meteorologist
 - j. Charting
 - k. Voyager
 - l. Wave Rider
 - m. Forester
2. Camping
 - i. Within the limits of your equipment, plan and run an overnight camp for at least three younger Scouts away from your Troop meeting place.
3. Cooking
 - i. Be able to explain to younger Scouts the importance of conserving wood resources by building and demonstrating the successful use of two of the following:
 - a. Hay box or wonder box,
 - b. Reflector oven,
 - c. Solar box,
 - d. Conservation wood stove,
 - e. Camp fridge,
 - f. Solar water heater for showers,
 - g. Solar water sterilizer,
 - h. Similar device approved by your Scouter.
 - ii. Lead your Patrol in planning, cooking and serving a three-course hot meal to at least six people including a guest who will be your examiner. The meal must be cooked from raw ingredients and cooked on an open fire. Demonstrate an understanding of the essential components of a balanced and healthy diet and explain how your meal meets these criteria.

Service:

1. Community service
 - i. Plan and run a community project. Spend at least 10 hours over at least one month by yourself or with your Patrol in meeting this need. These may include one of the following or another project approved by your Scouter:
 - a. Caring for a sick person (e.g. doing the shopping and minding their garden).

- b. Helping at an old age or children's home.
 - c. Helping prepare a food garden.
 - d. Helping younger children who are disadvantaged or who have disabilities with reading or homework (or other ongoing activities).
- 2. Movement service
 - i. Complete one of the following or a similar event approved by your Scouter:
 - a. Attain the Cub Instructor badge.
 - b. Recruit two new Scouts or Cubs.
 - c. Organise and run a recruitment drive or a Scout marketing event.
 - d. Be a full time staff member of a recognised PLTU course, with the approval of the Course Director for that course. (This option is normally for those that have attended a PLTU course themselves as a participant.)
- 3. Environmental Service
 - i. Give a presentation to your Troop on a National or International wildlife / environmental agency that has branches in South Africa. Discuss one of their local projects and how Scouts could get involved.

ScOUT Skills:

- 1. First Aid
 - i. Complete the First Aid Interest badge.
- 2. Skill set
 - i. Complete a second Interest badge or an Interest badge from the Skill set obtained in the Traveller section:
 - a. Pioneering
 - b. Handyman
 - c. Boatman
 - d. Helmsman
 - e. Canoeist
 - f. Air Traffic Controller
 - g. Air Glider
 - h. Rock Climbing
 - i. Cook
 - j. Food for Life: Silver
 - k. Veldcraft

Personal Development:

- 1. Leadership

Complete 5 of the 8 requirements.

 - i. Lead your Patrol to obtain a Patrol activity badge (two Patrol Members have been attending Scouts for longer than a year).

OR

 - i. Lead your Patrol to obtain at least a bronze star Patrol award.

- ii. Contribute to or maintain the Patrol/Troop log book or blog for a term. This should include at least 5 entries.
- iii. Set up and man a static public display for the public on Scouting. This can be done at your Scout hall or other venue for at least one day.
- iv. On your own or with another Scout, plan and lead a campfire that is at least 40min long.
- v. Attend a PLTC course.
- vi. Obtain one physical activity Interest badge. For example: Athlete, Physical Fitness, Sportsman, Archer, Master-at-Arms, Surfer, Canoeist, Hike Leader, etc.
- vii. Plan and lead a friendship activity with a Patrol from another Troop.
- viii. Discuss with your Patrol the concept of succession planning. After approval from your COH or Scouter develop and implement a plan to mentor the next Scout in line to you.

springbok

Adventure

1. Mapwork
 - i. Devise and run a wide game based on orientation or navigation for your Troop (two or more Patrols). The game should involve 10 bearings.
2. Expedition
 - i. 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.

THEN

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.

Safety awareness

1. In your community
 - i. Earn one of the following Interest badges:
 - a. Disaster Management
 - b. Life Saver
 - c. Home Carer
 - d. Fire Fighter
 - e. Safety Code
 - f. Public Health
 - 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.

Living outdoors

1. Camping
 - i. 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:
 - 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
 - i. 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
 - i. With the prior approval of the RTC Scout Programme or their nominee, produce a solution for one of the following:
 - 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.

ScOUT Skills

1. First Aid
 - i. 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:
 - a. Triage management
 - b. Leadership skills at an accident sceneIncidents should cover the following:
 - a. One of the incidents should have multiple injured persons

- b. Severe bleeding
- c. Improvised bandages and splints
- d. Suspected spinal and head injury

The incidents can cover scenarios that involve land, sea or air based incidents.

2. Major project

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.

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.

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.

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.

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.

- 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.
- vi. Food for Life

Attain the Gold level Food for Life.

AND

Train Scout(s) on the Starter or Silver Food for Life badge.
- 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.
- 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.

Personal development:

- 1. Leadership
 - i. Attend six COH 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.