



rovers

# rover trail

be prepared



name: \_\_\_\_\_

# preamble

This handbook was written in parallel with the implementation of SCOUTS South Africa's (SSA) Organisational Rules (O.R.) 2017 and the subsequent revisions. At the same time, the Policies of SSA were also being prepared, revised, published, and implemented. Should there be any discrepancies between this Handbook and the SSA Constitution and O.R., the Constitution and O.R. take precedence.

If you notice any discrepancies or errors please send the details to [rovers@scouts.org.za](mailto:rovers@scouts.org.za).

Acknowledgement and thanks must be given to all the Rovers throughout the country as without their contributions and feedback this book would never have been completed.

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# abbreviations

AGM	Annual General Meeting
ALT	Adult Leader Training
ADS	Assistant Den Scouter
APS	Assistant Pack Scouter
ARS	Assistant Rover Scouter
ATS	Assistant Troop Scouter
BP	Baden-Powell
CC	Crew Council
CDT	Crew Designated Task
CiC	Crew-in-Council
CoH	Court of Honour
COMM	Commissioner
CS	Chief Scout
DC	District Commissioner
DS	Den Scouter
GC	Group Committee
IAL	Introduction to Adult Leadership
MANCO	Management Committee
NAST	National Adult Support Team
NGO	Non-Governmental Organisation
NRAC	National Rover Advisory Council
OR	Organisational Rules of SSA
PS	Pack Scouter
RAST	Regional Adult Support Team
RAC	(Regional) Rover Advisory Council
RC	Regional Commissioner
RG	Ranger Guider
RRPT	Regional Rover Programme Team
RS	Rover Scouter
RTC	Regional Team Coordinator
SSANO	SCOUTS South Africa National Office
SG	Scout Group
SGL	Scout Group Leader
SPA	Social Partnership Agreement
SPCA	Society for the Prevention of Cruelty to Animals
SSA	SCOUTS South Africa
ST	Scout Troop
TL	Troop Leader
TS	Troop Scouter

# the rover trail

**South African Rovers has for many years followed the ideals of young adults setting their own paths under the guidance of the Rover Scouter. Over the last number of years, the majority of Crews in South Africa opted for the concept of the Crew-in-Council, and so the wisdom of the Rover Scouter was lost. It was in this period that Crews and Rovers floundered slightly in terms of direction and purpose.**

**Recently the whole Rover programme was overhauled to address the needs of young adults in the 21st Century. The most pleasing part of this process was that Rovers themselves from all over the country had a say in the development and structure of this programme, which is set out in the Rover Trail. The next step was the development of this Rover Handbook to compliment the Rover programme and to assist with establishing Crews. Again, it is encouraging to see that Rovers have taken the lead here too, to write the Handbook.**

**With the completion of this Rover Handbook, Rovers and Rover Scouters now have a reliable companion that will aid and assist them on their Roving paths. With the rejuvenation of Rovers in South Africa, it is being realised that the third branch of training in the Scout Movement does play an essential role in the lives of young adults.**

## path to bp award

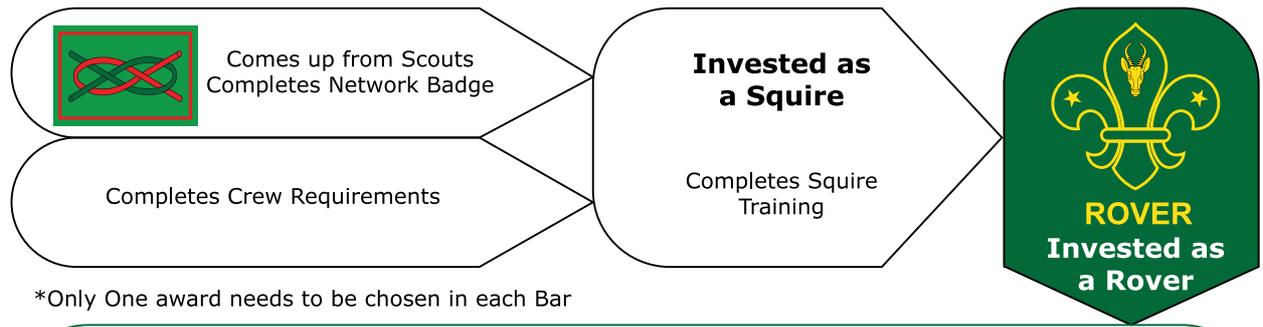
The highest award a Rover can achieve is their BP Award, unlike a Scout who only has seven years to complete their Springbok, a Rover has 12 years to complete their BP Award. Most Rovers tend to think that because they have so much time to complete it, they do not need to start working on their advancement till later on. What tends to happen is that they never actually complete it.

Thus, it is the Crew Council's job, or the Rover Scouter's, if one is appointed, to encourage each Rover to buy into this programme from the beginning of their Rover journey.

Promoting a healthy advancement plan will not only grow the Rover, it will grow the Crew by ensuring ongoing growth and leadership in the Crew.

A good idea is to set advancement goals with each Rover at the Crew-in-Council at the beginning of each year and monitor their progress by regular Personal Development Reviews (PDR's).

# how a rover progresses:



\*Only One award needs to be chosen in each Bar

### Personal Bar

Tree

Careers

Sportsman

Entrepreneurship

Arts & Culture

Ramblers

### Movement Bar

Scoutcraft

Projects

Scouter Training

Event Planner

Tutor Training

### Community Bar

Projects

Emergency Service

Public Health

Community Service

Civics

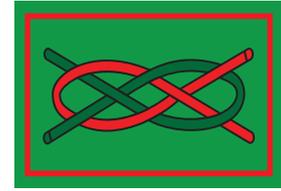
### Leadership Bar

Any Award not already earned

### BP Award

Earn One Challenge Award

# the network badge



When a Scout becomes 17 years of age, they can start working on the Rover Network badge. If they are completing their Springbok, they can ask the Crew if it is possible to do these requirements over a year. Once the requirements have been achieved, this will enable the Scout to be invested as a Squire on turning 18 years of age and wear this badge on their Rover uniform.

## Requirements:

1. Attend at least 5 crew activities. This should include a minimum of
  - 1 Formal Meeting
  - 1 Social Activity
  - 1 Major Outdoor Activity – e.g. camp, hike, sail etc
  - 1 Service Activity
2. Demonstrate an adult understanding of the Promise, Law and Rover Prayer
3. Choose a sponsor(s) and discuss with them the following ceremonies: Going up, Opening, Closing and Investiture. This is seen as an informal discussion.
4. Explain the three areas of service – self, movement, community
5. Make a verbal presentation to your Troop on Rovers. (You may utilise mediums that enhance your presentation, e.g.: PowerPoint Slide show, posters, photos, etc)

## Points to Remember:

1. This badge is supervised by the Rover Scouter (or Crew Council), with the cooperation of the Troop Scouter/Ranger Guider. The important aspect here is "supervised". Your RS will not be testing you on the requirements, as you experienced as a Scout/Ranger with your TS/RG, but will assist as an older, perhaps wiser, head in finding your own path towards Roving.
2. The badge is worn in the same position as the Cub Link Badge (left sleeve) and removed when the first Rover Advancement Bar is achieved. The Network Badge is similar to the Link Badge in that it prepares you for the journey that is Roving.
3. Those who complete the Network Badge do not have to complete Squireship, except for the Vigil or Crew Designated Task (as defined by the Crew). Details of the Vigil and CDT can be found in the Rover Handbook.
4. Scouts who have been awarded their Springbok badge can continue to wear it until they turn 21 or have been awarded their Personal Bar. Once they have

been awarded their Personal Bar (or turned 21) they will replace the Springbok badge with the Springbok Bar.

5. If a Scout/Ranger has not completed all the requirements for the Network Badge and has turned 18, they are no longer eligible to be invested into the Crew automatically as a Squire. The Crew Council, in consultation with the Crew, will need to decide how to continue the recruitment process for that Scout/Ranger.
6. Scouts who have been awarded their Bushman's Thong / Bosun's Cord Airman's Cord or Service Cord may continue to wear it until they turn 21 or have been awarded the Rover Cord. These awards may not be worn past the age of 21, however, irrespective of whether or not the Rover Cord has been earned.

Remember, as a Rover it is not the destination that makes us who we are but the path that we follow in reaching that destination. You as a young adult must now think about what you want to be and, through Rovering, choose the path that allows you to become a contributing member of society and Scouting. What tracks will you leave in your life that will be worthwhile for others to follow?

## personal bar

Before Rovers can do any service to Movement and Community, they have to ensure that they are developing as individuals. The age of 18 to 23, is a crucial time for any Rover: leaving school and hopefully starting to work or study.



During this period, they need to learn many skills, such as how to take care of their own finances, write a CV, obtain a driver's license. Along with these requirements, one of the Rover Awards related to Personal Bar must be completed (Careers, Ramblers, Arts and Culture, Entrepreneurship or Sportsman Award).

### Requirements:

1. Know the principles to be considered when writing a Curriculum Vitae (CV). Demonstrate to your RS or Crew Council that you have researched how a CV is compiled by quoting at least two references. Show to your RS or Crew Council (or person of confidence) your CV. Write a motivational letter that will complement the CV for possible employment.
2. Discuss with your RS or Crew Council your personal plan for the future: studies, apprenticeship, work, and any peer pressures. Define personal goals that are achievable in defined time periods. Over a 6-month period, review these personal goals with your RS or Crew Council (or person of confidence).
3. Discuss with your RS or person of confidence a financial budget for a given income of, for example, R3500-00/month, (without revealing personal information). Demonstrate an understanding of the following banking procedures: applying for a loan, opening a bank account, making a deposit, investment procedures, applying for a credit card. Explain the difference between saving and investing. Explain the reasons for opting for the financial institution you are currently banking/investing with, or the reasons as to why you are not making use of such a facility.
4. Attend religious ceremonies of your faith. Research some aspect of your faith. Explain how it relates to the Promise and Law. Present your findings to your RS or Crew Council or person of confidence.
5. Achieve one of the following: gain a driver's license, demonstrate computer literacy, run a Food for Life campaign, or learn basic artisans' skills (such as: electrics, plumbing, carpentry, car maintenance). This should be agreed upon by your RS or Crew Council.
6. Achieve one of the following Rover Awards: Arts and Culture, Careers, Entrepreneurship, Ramblers or Sportsman.

## movement bar

Once a Rover has achieved their personal goals, it is envisaged that they can then render service to the Movement.



At this stage, the Rover should be relatively "established" with regards to their Personal Development, thus allowing them to focus on new goals.

### Requirements:

1. Have an understanding of the training philosophies of Meerkats, Cubs, Scouts and Rovers, present these to your RS or Crew Council.
2. Obtain either a Meerkat, Cub or Scout Warrant\* or assist with a Den, Pack or Troop for a period of six months or assist with the scoutcraft training (with approval of District Commissioner or RTC: Rover Programme) of new adult Scouters for a total cumulative period of six months. (This can be done over a series of months, as long as the total time adds up to six months.)

\*A warrant may be achieved for a Teddy Den, Brownie Pack, Guide Company, or Ranger Crew, but in addition, a Guide camping license must also be achieved.

3. Service may be rendered to a Teddy Den, Brownie Pack, Guide Company, or Ranger Crew.
4. Be proficient in the following scoutcraft skills:  
Camping - Be able to construct a basic campsite, tent, table, prep table, and flagpole  
Mapping - Be able to orientate a map, know the difference between true and magnetic North, know how to calculate and utilise magnetic deviation  
First Aid - Achieve or be proficient in Level 1 First Aid skills  
Survival - Be proficient in the Survival Scoutcraft Badge survival requirements.
5. Plan and run two Meerkat, Cub and/or Scout one day events or one overnight event/competition on a District or Regional level. The planning must be approved by the RS and a warranted Scouter for Meerkats, Cubs or Scouts (as appropriate) who must be at the event.
6. Develop/create a poster/newspaper article/webpage or similar publicity to generate awareness for any Branch of the Movement. This should be agreed upon by your RS or Crew Council.

7. Achieve one of the following Rover Awards: Event Planner\*, Project\*\*, Scoutcraft, Scouter Training or Tutor Training.

\*The events from the Event Planner Award must be separate from those of requirement 4 of the Movement Bar.

\*\*The project here should be a Scouting related project and be distinct from the requirements of the Scoutcraft Award.

### **Points to Remember**

\*\*The project here should be a Scouting related project and not conflict with the Scoutcraft Award.

## community bar

This is the third stage of Rover advancement. Having mastered the skills of preparing oneself, and practised those skills, in providing service to Self and the Movement, now is the opportunity to render demonstrable service to one's community.



This service should be useful and preferably visible to the general public. Of the three areas of service, (Personal, Movement and Community), this is the area where the least effort is currently made by Crews.

1. Attend at least four meetings of local community associations or the like (e.g. community policing forums, community residents' association, etc). From these meetings identify issues that are affecting your community. With the approval of the RS or Crew Council, research at least three of these issues, including causes, effects, and possible solutions, and present your findings to your Crew. These issues could include but are not limited to water, electricity, sewage, waste, parks and recreation, transport, health, housing, security, local economic development, and roads.
2. From the above, lead a discussion group with your Crew on the three chosen issues affecting your community. This discussion must include a balanced presentation of arguments from all angles. From this discussion, identify and agree on a Crew project to address one of the three issues – agree on the scope and nature of the project, as well as the goals to be achieved by the project.
3. Co-ordinate and lead the Crew project agreed upon in requirement 2. This project must benefit the community with an external beneficiary as the primary focus but may include a Scouting beneficiary. This project must have the approval of the RS or Crew Council. During execution of the Crew project, discussions may be held with the Crew, if needed, to monitor the progress of the project and modify the goals and/or scope if necessary. After completion of the project, have a discussion with the Crew to ascertain if the agreed upon goals have been achieved, and if not, what further action is required
4. Make contact with another Rover from a different Region or Country. Discuss social issues that are affecting you both. Present your findings to the Crew.
5. Achieve one of the following Rover Awards: Civics, Community Service, Emergency Service, Project\* or Public Health.  
(\* If Project is chosen it must have a community focus to it and be a different project to the one undertaken for requirement 3).

# leadership bar

This is the last stage of a Rover's advancement training, where all the knowledge and experienced gained from the previous stages can be applied.



## Requirements:

1. Understand the functions of a Rover Scouter, Crew Chair and Crew Council, or attend a Rover Warrant Course.
2. Serve as the Crew Chair for at least a year. In the situation where there is a large Crew, serve on the Crew Council. (A large Crew is defined as one where there might not be a possibility of being Crew Chair in the foreseeable future. This option must be endorsed by the RS or RTC: Rover Programme).
3. During your tenure as Crew Chair (or having an active role in the Crew Council in the case of larger Crews), the Crew must attain a Bronze or better in the Star Crew Award system
4. Plan/Organise a Crew expedition, with the approval of the RS or Crew Council. The Expedition must extend over a minimum of 2 nights.
5. Lead a discussion with the Crew on the status of the Crew. This discussion must be balanced and fair, and should cover advancement of the Crew, projects undertaken, future projects or targets, etc. Prepare an action plan for the Crew based on the discussion above. Present these goals to your Crew Council and DC (In the case of Independent Crews)/SGL (In the case of Group Crews)
6. Achieve any one of the remaining awards not achieved yet.

# ROVER AWARDS

## The Arts and Culture Award



1. Choose a recognised cultural activity or hobby (Music, Art, Drama, Dance) and actively undertake this for a period of at least 1 year. In doing so, one should produce a sufficient body of work (pieces, performance, or art works) as evidence of both commitment and personal progress in the chosen cultural activity.
2. In your chosen cultural activity, be an active participant in a group or club structure relevant to your cultural activity for at least 1 year (e.g.: Orchestra, Choir, Art Group, Am-Dram Society)
3. Achieve a high level of standard relative to your ability (as determined with your Rover Scouter or Crew Council) or have served in an administrative role within your group or club structure for at least 2 years.
4. Research the History, Significant Figures, Technical Elements and Techniques of your medium. Choose a specific aspect of your research and prepare a presentation to your Crew.
5. Be able to critically analyse one's own work, as well as the work of a peer, and explain the analysis to your Crew Council or Rover Scouter.
6. Find out about three career opportunities in your field. Pick one and find out the education, training, and experience required for this profession. Prepare a presentation and discuss this with your Crew and explain why this profession might interest you.

## The Careers Award



1. You must be registered in a recognised system of post-school training, leading to a professional or technical qualification(s) for your career.
2. You must provide evidence that your progress in your studies and training has been above average in any one year.
3. You must, at least three times during the year, report progress to the RS or Crew producing evidence (models, essays, notebooks, etc) in support of your claim.
4. When you are yourself satisfied that you have a claim to the Award, you must submit evidence to the RS or Crew Council who, after seeking any necessary expert advice, will decide if you have reached a satisfactory standard of

attainment. If necessary, before being passed, you may be asked to do further work on any aspect in which you have not qualified.

### **The Civics Award**



Show by means of a talk, or by taking part in a discussion before an audience consisting of the members of your Crew, that you have made a close study of some social or civic question of current interest.

You should show that in preparing your discussion paper you have made use of newspapers and literature of varying shades of opinion and have visited places related to your subject, e.g.: town councils, parliament, Courts of Law, farms, eroded and re-established areas, etc.

The following suggestions are some of the subjects that you might choose from: soil conservation, agricultural reform, road safety, problems of urbanised communities, the African community, the 'coloured' community, the Indian Community, the White Community, penal reform, the power/freedom of the press, the responsibilities of marriage, the upbringing and education of children, health services, career selection, employer/employee relationships, establishing a home, drug abuse, etc. The talk should be illustrated by photographs, newspaper cuttings etc.

### **Community Service Award**

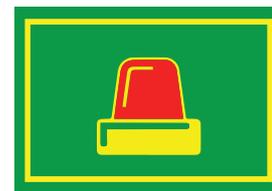


For this Award you are required to:

1. Prepare and give a talk to a group of Scouts or other young people on the subject of service to the community.
2. Participate in a local community project of your own choice for a period of six months (or longer if desired).

NOTE: You can select from a myriad of projects, such as: extra lessons for school children; repair and/or maintenance of school buildings, clinics etc; conservation work such as reclaiming dongas, repairing fences, planting trees; construction of civil improvements in the village such as water drains, latrines, etc; acting as a secretary/ treasurer/committee member of a local community project/students' society/club/Students' Christian Association etc; helping in the adult literacy/numeracy project; helping to run a youth group; working with people with disabilities; helping the local church or religious group; assisting at a tuberculosis settlement; assisting the blood transfusion service; voluntary first aid work; Fire Brigade duties; etc.

## The Emergency Service Award



The intention of this award is to demonstrate your ability to be of service to the community in times of disaster. You may complete the requirements in any recognised emergency service discipline e.g. firefighting, first aid, water rescue, mountain rescue, hazardous material handling, security, disaster communications or disaster management.

With the prior approval of your Crew Council and/or RS:

1. Emergency services in your community: Identify the emergency services, provincial, municipal, private, or otherwise, available in your community (at a local, municipal, or sub-district level), and explain to your crew how to communicate with these services.
2. Training for emergency service: Undergo training for your discipline to a level that will allow you to be of use in a practical emergency situation and demonstrate your competence by taking part in a simulated exercise or active service. The level of competence is to be agreed with the Crew Council, but Level 3 First Aid is suggested as the minimum.
3. Service: Complete 200 hours' service in your chosen discipline over at least six months and report your progress back to your crew.

Rovers entering the emergency services as a profession, who wish to earn the Careers Award as well as the Emergency Service Award, are encouraged to agree some additional requirements with their Crew for the Emergency Service Award, or alternatively select a second discipline for the purposes of earning this Award.

## The Entrepreneurship Award



1. Explain to your RS or Crew Council how entrepreneurship contributes to employment and economic growth in South Africa.
2. Develop a Business Plan and Pitch Presentation for a Business Concept Covering at least the following:
  - a. Product or Service
  - b. Market Analysis
  - c. Financial analysis
  - d. Personnel
  - e. Promotion and Marketing

Your Business plan should include anticipated:

- a. Funding decisions
  - b. Investing decisions
  - c. Operational decisions
  - d. Distribution decisions
3. Implement your Business Plan for a minimum of 6 months and thereafter provide feedback to your RS or Crew Council on the following:
- a. Your Lessons Learned – what went as planned and what did not in your plan.
  - b. What, if you were to do it again, you would do differently?
  - c. Did the company produce any jobs?
  - d. What could have allowed it to grow more jobs?
  - e. Where do you plan to take the company/business from here?

### **The Event Planner Award**

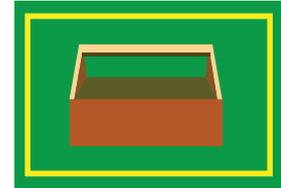


1. Plan two separate overnight activities at a Group level (Den, Pack, Troop or Crew). Submit all planning (programme, permit, budget, menu, shopping lists, equipment lists) to your Crew Council and/or Rover Scouter and discuss your event planning at least three weeks before the event runs.
2. Lead or play a principle part in the planning team of one overnight District event. Submit all planning you are responsible for to your Crew Council and/or Rover Scouter and discuss the event planning at least three weeks before the event runs.
3. Lead or play a principle part in the planning team of one overnight Regional or National event. Submit all planning you are responsible for to your Crew Council and/or Rover Scouter and discuss the event planning at least three weeks before the event runs.
4. Prepare a talk/presentation to your Crew illustrating the challenges faced and overcome and lessons learned in planning and running the above events. Your talk/presentation should include advice and recommendations for future events.

For requirements 2 and 3, the Rover needs to lead at least one of the events.

## The Project Award

1. Choose, plan, and devote at least three months to a project.



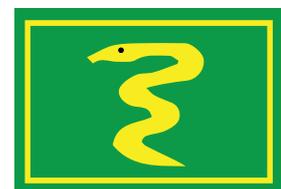
Keep a record of your activities. At least twice during the period report progress to the Crew. Produce records supported by any charts, models, maps, or exhibits which may be needed to explain the project. On these occasions you may seek advice or assistance from the Crew if you feel this is necessary.

NOTE: a project may be defined as a self-imposed task demanding skill, application, and care. You may choose your own subject with the following limitations:

- a. The subject may not be connected with practical Scoutcraft and must differ materially from the subject chosen for the Civics Award. The subject should be chosen from such fields as art, literature, music, drama, science, world affairs, hobbies, handicraft, cultural traditions, journalism, ecology, wildlife, etc.
  - b. The subject chosen should have no bearing on your career.
  - c. The subject chosen must be formally approved by the RS or Crew Council as suitable and worthwhile.
2. When you are yourself satisfied that you have completed your selected project, you must submit evidence to the RS or Crew Council who, after seeking any necessary expert advice, will decide if you have reached a satisfactory standard of attainment. If necessary, before being passed, you may be asked to do further work on any aspect in which you have not qualified.

## Public Health Award

1. Demonstrate a knowledge of the causes, prevention, symptoms, and treatment of HIV/AIDS and one other disease chosen from: Cancer; Tuberculosis; Diabetes; Malaria; Cholera.
2. From the two options selected above, run an awareness campaign in your community, e.g. schools, community centres, shopping centres. This campaign should be agreed upon in consultation with the RS or Crew Council.
4. Volunteer for 40 hours at a hospital/clinic/treatment centre where patients for one or more of these conditions are treated/cared for. This should be completed over a four-month period.



### **The Rambler's Award**



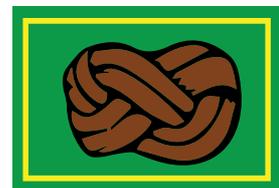
1. Plan a series of at least three outdoor overnight adventures that include an element of endurance and self-reliance. Present this plan to your Crew for approval.
2. With the approval of the Crew Council and/or RS, run your outdoor adventures.
3. After completing your series of outdoor adventures, give a presentation about them to a Scouting body (e.g. Pack, Troop, AGM, DSC) other than your Crew.

### **The Scoutcraft Award**



1. Produce a personal camp logbook showing that you have camped on at least fifteen separate occasions (for at least one night each) on three or more different campsites and demonstrate that you are accustomed to camping in strict compliance with "Camping Standards". Camping must be done when a Rover.
2. Demonstrate that you are proficient in camp catering and cooking and in the use and care of camp equipment, by planning and preparing a banquet for your Crew at camp.
3. Demonstrate that you are competent to instruct or examine in any two of the following Scout Interest Badges: Air Navigator, Backwoodsman, Campfire Leader, Astronomer, Woodcraftsman, Cook, Veldcraft, Firefighter, Pioneer, Mapping and Public Health. (You need not be required to act as Examiner or Instructor in the badges selected.)

### **The Scouter Training Award**



You are required to demonstrate knowledge of the principles of Meerkatting, Cubbing or Scouting. The content and standard required is that of an Introduction to Adult Leadership course and a Warrant Course in the Branch (Meerkat Den, Cub Pack or Scout Troop) in which you seek a Warrant.

These courses are usually run under the auspices of the Adult Leader Training Team.

1. Demonstrate your willingness to be of service to a Meerkat, Cub or Scout Unit by attaining a Warrant or completing the relevant training.
2. Plan and run a minimum of 4 Den, Pack or Troop programmes. The

programmes need to demonstrate practical Meerkatting, Cubbing or Scouting skills, to the satisfaction of your Crew Council or Rover Scouter.

3. Report back to the Crew Council or Rover Scouter on your experiences while volunteering with youth members. Attention should be paid to the challenges faced, and lessons learned in regard to the leadership, motivation, and training of youth and what you feel you accomplished.

### **The Sportsman Award**



1. Participate in a sport at club level for at least two consecutive seasons, showing good commitment to the sport and club activities.
2. For at least the same length of time, select one of the following:
  1. Participate in an additional sport (you need not attain the same level of proficiency as your primary sport).  
*OR*
  2. Serve as an official for a sport of your choice.  
*OR*
  3. Serve as a coach or trainer for the sport of your choice.  
*OR*
  4. Take part as a volunteer or organiser in a sports development programme in your community.
3. Attain a high level of proficiency in the sport of your choice (maintain a high standard relative to your ability) or have served on the club committee for at least two terms of office.
4. Demonstrate that you have knowledge and a full understanding of the rules governing your chosen sports, and that you adhere to these.
5. Give a talk to an audience not made up of fellow sportsmen, stressing the benefits of sport, exercise, and healthy living.
6. Draw up a training programme that you would need to follow to improve your performance in your sport of choice. The schedule must include training in and out of season. Follow that programme for 2 seasons and report back to your Crew Council or Rover Scouter on your progress.

## The Tutor Training Award

You are required to demonstrate knowledge of your skills acquired as a Rover. These skills will be put into practice during one of the selected courses below.



1. Attend a Tutor Course for either adult leader training or Scout training (IAL / Warrant / LDC / PLTC / PLTU).
2. Tutor on at least one of the following courses: Warrant, Woodbadge, PLTC, PLTU.
3. Upon approval from the Course Director present one interactive session that meets the objectives of the programme.
5. Report back to the Crew Council or Rover Scouter on your experiences while tutoring others. Attention should be paid to the challenges faced, and lessons learned in regard to the leadership, motivation, and training of youth/adult leaders and what you feel you accomplished.

# challenge awards

## The Rover Cord

If a Rover is looking to achieve more than four awards, then the Rover Cord is ideal. To qualify for this award, a Rover must:

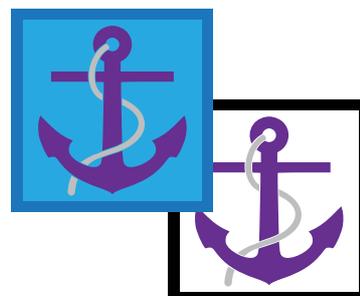
- Hold 6 Rover Awards, these Awards can be earned in no particular order
- The Awards chosen can include those already achieved from each Bar

The Rover Cord is worn around the right shoulder under the shoulder strap and is carried from the front armpit in a loose loop to the button of the right breast pocket. The Rover Cord is red and black in colour and is a series of crown sennet knots. The cord will come with printed instructions on how to make it.

Once you have completed the requirements for this award, make sure you fill in the Rover Cord Application form that can be found on the SSA website.

## Water Charge

There are numerous Water Charge Licenses that a Rover can attain including: Flat Water, White Water, Oars, Power Boat and Sail. The option selected must be a challenge. Once achieved, the Rover must apply the knowledge gained in a Scouting water activity. These courses are run under the auspices of the Regional Training Team. Each course will require a minimum standard to be attained before the Charge license is presented.



Water Charges need to be current and valid if they are being used as the Challenge Award for the BP Award.

## PLTU (Full-time adult staff)

A Rover will have to serve full-time as an adult member of any approved PLTU course run around the country. The Rover is allowed to wear the PLTU badge on their uniform once they have completed the course as staff.



## Scout Wings (Flying, Micro-light, or Parachute)

When undertaking this challenge, the institution where the instruction is to be carried out must be approved by the Regional Air Activities Committee. For parachute wings a minimum of five jumps must be undertaken. Produce a log for consideration once all the requirements have



been fulfilled. Where a Private or Public Pilots License has been achieved, the Rover is entitled to wear gold Scout Wings. For more information on this award please contact your Regional Training Team.

## **Wood Badge**

Complete the training and observation requirements for the Wood Badge for any Branch of Scouting and be presented with the Wood Badge.

Wood Badge Training is Scouting's advanced training course. It is the ultimate leadership training experience designed to meet the leadership needs for all Meerkat, Cub, Scout, Rover, District and Scouting professionals.

Lord Baden-Powell originally designed it so that Scouters could learn, in as practical a way possible, the skills and methods of Scouting. It is, first and foremost, learning by doing. The Wood Badge has evolved into the core leadership skills training course for SSA. The course focuses on strengthening a member's ability to work with and lead groups of youth and adults and is less focused on outdoor skills, which are more effectively addressed in other courses.

## **Curriculum and Leadership Skills**

Wood Badge training consists of two parts - a practical phase and an application phase. The application phase happens at the conclusion of the practical phase for a period of not more than 18 months. During both phases of the Wood Badge course five central themes are focused on and developed:

- Living the Values
- Bringing the Vision to Life
- Models for Success
- Tools of the Trade
- Leading to Make a Difference

As a result of attending Wood Badge training, participants will be able to:

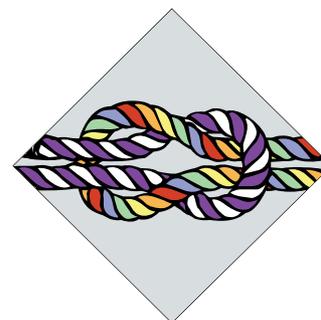
- View Scouting globally, as a family of interrelated, values-based programs that provide age-appropriate activities for youth,
- Recognise the contemporary leadership concepts utilised in Scouting,
- Apply the skills they learn from their participation as a member of a successful working team,
- Revitalise their commitment by sharing in an overall inspirational experience that helps provide Scouting with the leadership it needs to accomplish its mission on an on-going basis.

To find out more about the Wood Badge course a Rover will have to contact their respective Regional Offices to ascertain when a course will be run.

## Diversity Awareness Badge

The activities in the requirements for the badge aim to help members:

- Recognise how we place self-imposed limits on the way we think,
- Discover that, in many ways, people from different cultures and backgrounds hold similar values and beliefs,
- Become more aware of our own cultural viewpoints and stereotypes,
- Accept and respect the differences and the similarities in other people.



The values and behaviours of any one group of people are only different, not superior, to those of any other group of people. Issues related to pluralism are sensitive in nature and can be emotionally charged. Discussions on this subject can be uncomfortable for the Scouter, youth, and young adults.

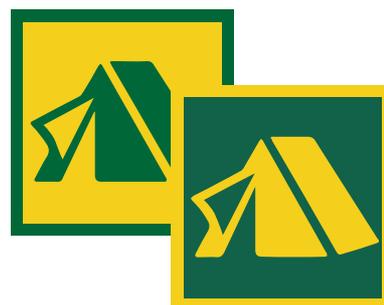
The Diversity Awareness Badge works along similar lines to that of the AIDS Awareness badge. The requirements follow three specific themes in each Branch: Discover, Connect, Action.

Discover	Connect	Action
<p><b>Research three of the following:</b></p> <ol style="list-style-type: none"> <li>1. LGBTQI (lesbian, gay, bisexual, transgender, transsexual, queer, intersex)</li> <li>2. Social Pressures on minority groups</li> <li>3. Racial stereotypes</li> <li>4. Cultural differences and stereotypes</li> <li>5. Feminism and Gender Equality</li> <li>6. Refugees and foreigners living in South Africa</li> <li>7. Religious minorities</li> <li>8. Gender and Racial privilege</li> <li>9. Generational differences</li> <li>10. Ageism</li> </ol>	<p><b>Complete one of the following:</b></p> <ol style="list-style-type: none"> <li>1. Lead a discussion with your Crew on the impact of social pressures on minority groups.</li> <li>2. Prepare an interactive presentation to your Crew on how Scouting can help meet the needs of diverse communities.</li> <li>3. Find a study which shows how diversity is helping to solve problems or why diversity is important in our society. Present this study to your Crew in the form of a visual presentation.</li> </ol>	<p><b>Complete one of the following:</b></p> <ol style="list-style-type: none"> <li>1. Attend a pride parade or gathering of one minority group in your community.</li> <li>2. Assist in a minorities group awareness programme within your community.</li> <li>3. Educate your community through a diversity awareness project about one minority group. (The minority group should be different from the above)</li> </ol>

<p>Present one of your chosen topics to your Crew in the form of an interactive discussion/activity or presentation.</p>	<p>4. Prepare an interactive presentation that shows the challenges experienced between cross-culture communication in Rover events and ways to overcome these challenges.</p>	
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### Cub Camping License

The Cub Camping License is a specialised qualification required for Pack Scouters to be able to take their Pack out camping. Check with your Regional Training Team on the requirements of the Camping License and when the next course will be run.



### St George Award

The St George Award is a Challenge Award designed to test your mettle in three areas: Skills, Service and Physical.



The requirements are:

With the approval of your Crew Council and/or RS, plan, coordinate and lead a project in each of the three categories below:

- Skills – this project should demonstrate a high level of capability in the chosen Scoutcraft skill, and/or train others in that skill
- Service – this project should take at least 30 hours to complete and should satisfy service to Self, Movement or Community
- Physical – this project should test one’s physical endurance and strength.

These projects are to be run independently and cannot double with another project for another Award or Bar.

A Rover attempting the St George Award will need to plan and execute three independent projects.

The Skills project will need to illustrate the Rover’s high proficiency in a Scoutcraft skill, e.g. pioneering, First Aid, mapping, backwoods skills, camping. The project could take the form of a construction, camp, adventure, or demonstration. The Rover will need to demonstrate their knowledge of and skill in the chosen

Scoutcraft skill, and preferably share such knowledge or conduct training in the skill through the means of the project.

The Service project should encompass a minimum of 30 hours to complete and must focus on one of the three elements of Rover Service: service to Self, Movement or Community.

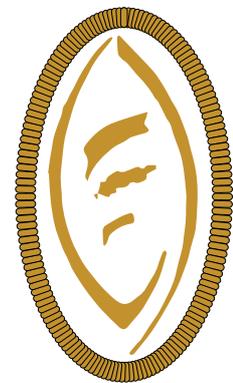
The Physical project should be one that truly challenges the Rover and tests his/her endurance and strength. The project can take a myriad of forms and should ideally involve a training element to complete. For example, an overweight Rover could train for several months in order to compete in an adventure race.

It is important to note that all three projects must be independent and cannot be used to satisfy any other Rover Programme advancement requirement.

### **President's Award**

This International Award has appealed to Scouting throughout the world since the Award first began in 1956. The concept of individual challenge is designed to encourage young people to develop into responsible, active citizens who will positively contribute towards society.

The President' Award for Youth Empowerment (TPA) is a full member of the Duke of Edinburgh's International Award for Young People. The International Award Foundation oversees the Award Programme in over 140 countries globally, with 25 countries in Africa.



There are three levels to the award, a Rover needs to decide on the level that they wish to attempt. Each level needs to be completed in the time frames indicated:

Bronze	-	Six months
Silver	-	Twelve months
Gold	-	Eighteen months

Once the level has been selected, each level is based on 4 Sections to the Award that must be done for a specified minimum period of time and for each level:

- Physical – Encourages improved performance and physical fitness
- Service – Encourages responsibility to the community
- Skills – Encourages the development of cultural, vocational, and practical skills
- Adventure Journey – Cultivates a spirit of adventure and discovery, an understanding of the environment and the importance of teamwork and common purpose

- Residential Project (Gold Level Only) – Broadens the experience through living and working with others over a 5-day period. An experience outside the participants eco-system

It must be remembered that the President’s Award is an external programme (i.e. non-SSA), and that a Rover must apply form to register for this award via SSA. Secondly, there is an upper age limitation of 25 years, therefore a Rover must have the award completed by that age. Rovers may strive to attain either a Bronze, Silver or Gold level.

Download the information booklet via the SSA website to find out more about the requirements or review the requirements at [www.presidentsaward.co.za](http://www.presidentsaward.co.za)

## **International Challenge Awards**

Scouting is a Worldwide Movement, as such there are challenge awards that are offered by WOSM for older Scouts and Rovers that are based on international standards.

New WOSM awards are released from time to time, visit the WOSM website for more details about these awards.

SSA has incorporated the Better World Framework awards below from WOSM in the Rover advancement programme in the Challenge Awards.

### **The Better World Framework**

*Education for active citizenship*

The Better World Framework was conceptualised in 2015 to integrate established World programmes and promote the engagement of young people in community development. Soon after it was endorsed by the World Scout Committee and shared with National Scout Organizations (NSOs), it became a common approach to support young people and succeeded in boosting actions in local communities.

In line with the Scout Movement’s commitment to the achievement of the Sustainable Development Goals (SDGs), the Better World Framework is now enabling NSOs to align their community actions with the SDGs.

What is the Better World Framework?

The Better World Framework is a set of coordinated programmes, campaigns, calls to action, and events designed to develop the competencies of young people to become global active citizens by taking action around issues related to sustainable development.

What is the purpose of an integrated approach?

The development of young people through actions taken for the community and the development of the community through the actions of young people.

## **Scouts of the World Award**

A voluntary service award programme that engages Scouts aged 15 to 26 years old in a local project to explore and take action around a social, environmental or economic issue impacting their community.

For more information and requirements, visit <https://www.scout.org/SWAward>

## **Messengers of Peace**

A flagship educational programme that engages Scouts in building a global culture of peace and justice through millions of individual and community service actions. Developed in partnership with Alwaleed Philanthropies.

For more information and requirements, visit:

<https://www.scout.org/messengersofpeace>

## **Earth Tribe**

The Earth Tribe is a global movement of young people who are passionate about the environment and actively engaged as global citizens to preserve and protect our planet. Whether young people are involved in Scouting or not, they are able to become members of Earth Tribe and contribute to conservation and environmental action.

There are three Earth Tribe challenges:

### **Champions for Nature Challenge**

Become a champion for nature and biodiversity by developing sustainable habits for an eco-friendly and healthy lifestyle. To take the challenge, visit <http://earthtribe.scout.org/champions-for-nature.html>

### **Tide Turners Plastic Challenge**

Build healthier and more resilient oceans, lakes and lands by understanding how pollution affects every corner of the world. To take the challenge, visit <http://earthtribe.scout.org/tide-turners-plastic.html>

### **Scouts Go Solar Challenge**

Discover the power of the sun and learn about how energy and the climate are interconnected. To take the challenge, visit <http://earthtribe.scout.org/scouts-go-solar.html>

For more information about Earth Tribe and requirements, visit:

<http://earthtribe.scout.org/>

## Dialogue for Peace

An educational program that invites Scouts to become ambassadors and advocates for peace through intercultural, interreligious, intergenerational, inter-gender and social dialogue. Developed in partnership with KAICIID.

For more information and requirements, visit:

<https://www.scout.org/dialogue4peace>

## Patrimonto Scout badge

A programme designed to raise awareness and mobilise young people around World Heritage preservation and promotion, challenging young people between the ages of 15 and 26 to carry out their voluntary service at a UNESCO World Heritage Site. Developed in partnership with UNESCO.

For more information and requirements, visit <https://www.scout.org/patrimonto>  
**HeForShe Action Kit**

A campaign that invites Scouts to become advocates for gender equality and make the HeForShe commitment to act against gender bias, discrimination, and violence. Developed in partnership with UN Women.

For more information and requirements, visit <https://www.scout.org/heforshe>

## bp award

This is the highest Rover Award and requires completion of:

1. Attain the four Advancement Bars.
2. Attain four Rover Awards.
3. Attain at least one of the Rover Challenge Awards.
4. Attend a panel interview with the RC or their nominee to confirm that the Promise and Law have been adopted as a way of life and discuss the personal development that has occurred by means of the Rover Programme.

