

AIRMANSHIP SCOUTCRAFT BADGE



	RMANSHIP OUTCRAFT BADGE	Date Passed	Signed
1.	Discuss the proper conduct to adopt and the ordinary safety precautions to follow, when on an airfield and when near an aircraft.		1
2.	Explain how to be of practical help to a pilot by indicating wind direction by day and by night and by keeping the landing strip clear.		2
3.	Make up a scrapbook containing at least fifty pictures of different aircraft collected by yourself.		3
4.	Recognise 90% of the aircraft in your scrapbook from silhouettes shown to you for ten seconds, 25% of the silhouettes to be head-on.		4

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5.	Point out the principle parts of an aircraft and the control surfaces. Explain how they function.	
c	Evaluin the advantages and disadvantages of taking off and landing into	

Explain the advantages and disadvantages of taking off and landing into 6. the wind.

7. Explain the aerodynamics of stalling.



AIR PLANNER SCOUTCRAFT BADGE



Date Passed	Signed

1.	Explain what is meant by latitude and longitude as well as the meaning of: lesser great circles; lesser circles; meridians and rhumbline.	1
2.	Explain what is meant by Magnetic Dip, Variation and Deviation.	2
3.	Know the difference between, and the derivation of, magnetic heading and track.	3
4.	Demonstrate a knowledge of conventional symbols used on an aeronautical chart and show how to do simple flight calculations.	4
5.	Show a knowledge of the instruments used by an air navigator and compute problems (by any means) of time, distance, speed and fuel consumed per hour.	5
6.	Explain the semi-circle rule and the importance of keeping to correct flight levels.	6
7.	Demonstrate how to complete the Standard ATC Flight Plan Form.	7
8.	Explain how cloud is formed and	
	 a) Recognise and name six different cloud types and explain their significance for aviators. 	<u>8a</u>
	b) Know the types of cloud considered hazardous to aviation.	<u>8b</u>
	c) Explain the physics of ice formation.	<u>8c</u>
9.	Interpret a weather map, with particular reference to the high pressure and low pressure Provincials and cold and warm fronts.	9
10.	Explain the conditions necessary for the formation of thunderstorms and know the dangers and procedures to be followed when thunderstorms are present when flying.	10



ATHLETICS SCOUTCRAFT BADGE

<u>NOTE</u>

Requirement may be taken over two or more days. A candidate may not undertake more than one requirement from a group.



		Date Passed	Signed
1.	Demonstrate the correct methods of walking and running, and of starting a race.		1
2.	Demonstrate "Scouts Pace" [50 walk/50 run] over a distance of 1km without stopping.		2
3.	 Show a basic knowledge of the rules for the following: a) Sprint race b) Middle distance and long distance c) Relay races d) Hurdles e) Discus event or Shot-put 		3
4.	Discuss correct diet and methods of training for athletes.		4
5.	Represent your club, Troop or school at an athletic meeting.		5
6	Gain the indicated times in five of the following groups of tests according		

- 6. Gain the indicated times in five of the following groups of tests according to your age:
 - At least one must be at the "Merit" level. See Table on next page

11 y	ears	12 years		13 years	
Boys	Girls	Boys	Girls	Boys	Girls
15,25 sec	16,16 sec	15,02 sec	15,96 sec	14,42 sec	15,35 sec
16,56 sec	17,55 sec	16,10 sec	17,10 sec	15,66 sec	16,67 sec
Boys	Girls	Boys	Girls	Boys	Girls
23,02 sec	24,12 sec	22,33 sec	23,70 sec	21,73 sec	23,10 sec
25,10 sec	26,49 sec	24,25 sec	25,74 sec	23,60 sec	25,08 sec
Boys	Girls	Boys	Girls	Boys	Girls
2m 46,60 sec	2m 57,10 sec	2m 41,90 sec	2m 52,47 sec	2m 36,20 sec	2m 47,63 sec
2m 52,60 sec	3m 11,02 sec	2m 47,75 sec	3m 6,37 sec	2m 43,20 sec	3m 03,03 sec
4m 26,56 sec	4m 43,20 sec	4m 19,05 sec	4m 35,96 sec	4m 12,05 sec	4m 28,93 sec
4m 49,48 sec	5m 07,55 sec	4m 41,32 sec	4m 59,67 sec	4m 33,71 sec	4m 52,04 sec
Boys	Girls	Boys	Girls	Boys	Girls
1,09 m	1,03 m	1,18 m	1,09 m	1.26 m	1,15 m
0,93 m	0,87 m	1,01 m	0,93 m	1,08 m	0,98 m
3,70 m	3.03 m	3,96 m	3,25 m	4,27 m	3,50 m
3,17 m	2.60 m	3,40 m	2,79 m	3,66 m	3,00 m
Boys	Girls	Boys	Girls	Boys	Girls
9,8 m [2kg]	6,64 m [2kg]	9,00 m [3kg]	7,02 m [3kg]	9,89 m [3kg]	7,90 m [3kg]
7,47 m [2kg]	5.06 m [2kg]	6,85 m [3kg]	5,35 m [3kg]	7,54 m [3kg]	6,02 m [3kg]
25,70 m [75kg]	18,10 m [75kg]	27,90 m [75kg]	20,30 m [75kg]	27,98 m [1kg]	22,50 m [75kg]
18,00 m [75kg]	13,20 m [75kg]	21,30 m [75g]	15,50 m [75kg]	21,31 m [1kg]	17,20 m [75kg]
30,80 m [500g]	20,50 m [500g]	33,40 m [500g]	23,10 m [500g]	34,20 m [600g]	25,80 m [500g]
23,30 m [500g]	15.70 m [500g]	25.40 m [500g]	17,60 m [500g]	26,00 m [600g]	19,60 m [500g]
Boys (70m)	Girls (70m)	Boys (75m)	Girls (75m)	Boys (80m)	Girls (75m)
13,55 sec	14,71 sec	14,00 sec	14,76 sec	14,53 sec	14,41 sec
14,71 sec	15,98 sec	15,20 sec	16,03 sec	15,77 sec	15,65 sec
Boys	Girls	Boys	Girls	Boys	Girls
9 min 30 sec	10 min 03 sec	9 min 13 sec	9 min 48 sec	8 min 58sec	9 min 33 sec
	10 min 55 sec				10 min 22sec
	Boys 15,25 sec 16,56 sec Boys 23,02 sec 25,10 sec 2m 46,60 sec 2m 52,60 sec 4m 26,56 sec 4m 49,48 sec Boys 1,09 m 0,93 m 3,70 m 3,17 m Boys 9,8 m [2kg] 7,47 m [2kg] 25,70 m [75kg] 18,00 m [75kg] 30,80 m [500g] 23,30 m [500g] Boys (70m) 13,55 sec 14,71 sec Boys	Boys Girls 15,25 sec 16,16 sec 16,56 sec 17,55 sec Boys Girls 23,02 sec 24,12 sec 25,10 sec 26,49 sec Boys Girls 2m 46,60 sec 2m 57,10 sec 2m 46,60 sec 2m 57,10 sec 2m 46,60 sec 3m 11,02 sec 4m 26,56 sec 4m 43,20 sec 3m 0,87 m 3,03 m 0,93 m 0,87 m 3,70 m 3.03 m 3,71 m 2.60 m Boys Girls 9,8 m [2kg] 6,64 m [2kg] 7,47 m [2kg] 5.06 m [2kg] 25,70 m [75kg] 13,20 m [75kg] 30,80 m [500g] 20,50 m [500g] 23,30 m [500g] 15.70 m [500g]	Boys Girls Boys 15,25 sec 16,16 sec 15,02 sec 16,56 sec 17,55 sec 16,10 sec Boys Girls Boys 23,02 sec 24,12 sec 22,33 sec 25,10 sec 26,49 sec 24,25 sec Boys Girls Boys 2m 46,60 sec 2m 57,10 sec 2m 41,90 sec 2m 52,60 sec 3m 11,02 sec 2m 47,75 sec 4m 26,56 sec 4m 43,20 sec 4m 19,05 sec 4m 49,48 sec 5m 07,55 sec 4m 41,32 sec Boys Girls Boys 1,09 m 1,03 m 1,18 m 0,93 m 0,87 m 1,01 m 3,70 m 3.03 m 3,96 m 3,17 m 2.60 m 3,40 m Boys Girls Boys 9,8 m [2kg] 6,64 m [2kg] 9,00 m [3kg] 7,47 m [2kg] 5.06 m [2kg] 6,85 m [3kg] 25,70 m [75kg] 13,20 m [75kg] 21,30 m [75kg] 30,80 m [500g] 20,50 m [500g] <td>Boys Girls Boys Girls 15,25 sec 16,16 sec 15,02 sec 15,96 sec 16,56 sec 17,55 sec 16,10 sec 17,10 sec Boys Girls Boys Girls 23,02 sec 24,12 sec 22,33 sec 23,70 sec 25,10 sec 26,49 sec 24,25 sec 25,74 sec Boys Girls Boys Girls 2m 46,60 sec 2m 57,10 sec 2m 47,75 sec 3m 6,37 sec 2m 52,60 sec 3m 1,02 sec 4m 19,05 sec 4m 35,96 sec 4m 26,56 sec 4m 43,20 sec 4m 19,05 sec 4m 59,67 sec Boys Girls Boys Girls 1,09 m 1,03 m 1,18 m 1,09 m 0,93 m 0,87 m 1,01 m 0,93 m 3,70 m 3.03 m 3,96 m 3,25 m 3,17 m 2.60 m 3,40 m 2,79 m Boys Girls Boys Girls 9,8 m [2kg] 6,64 m [2kg] 9,00 m [3kg] 5,3</td> <td>Boys Girls Boys Girls Boys 15,25 sec 16,16 sec 15,02 sec 15,96 sec 14,42 sec 16,56 sec 17,55 sec 16,10 sec 17,10 sec 15,66 sec Boys Girls Boys Girls Boys 23,02 sec 24,12 sec 22,33 sec 23,70 sec 21,73 sec 25,10 sec 26,49 sec 24,25 sec 25,74 sec 23,60 sec Boys Girls Boys Girls Boys 2m 46,60 sec 2m 57,10 sec 2m 41,90 sec 2m 52,47 sec 2m 36,20 sec 2m 52,60 sec 3m 11,02 sec 2m 47,75 sec 3m 6,37 sec 2m 43,20 sec 4m 26,56 sec 4m 43,20 sec 4m 19,05 sec 4m 35,96 sec 4m 12,05 sec 4m 49,48 sec 5m 07,55 sec 4m 41,32 sec 4m 59,67 sec 4m 33,71 sec Boys Girls Boys Girls Boys 1,08 m 1,09 m 1,03 m 1,18 m 1,09 m 1,26 m 0,93 m 0,87 m <</td>	Boys Girls Boys Girls 15,25 sec 16,16 sec 15,02 sec 15,96 sec 16,56 sec 17,55 sec 16,10 sec 17,10 sec Boys Girls Boys Girls 23,02 sec 24,12 sec 22,33 sec 23,70 sec 25,10 sec 26,49 sec 24,25 sec 25,74 sec Boys Girls Boys Girls 2m 46,60 sec 2m 57,10 sec 2m 47,75 sec 3m 6,37 sec 2m 52,60 sec 3m 1,02 sec 4m 19,05 sec 4m 35,96 sec 4m 26,56 sec 4m 43,20 sec 4m 19,05 sec 4m 59,67 sec Boys Girls Boys Girls 1,09 m 1,03 m 1,18 m 1,09 m 0,93 m 0,87 m 1,01 m 0,93 m 3,70 m 3.03 m 3,96 m 3,25 m 3,17 m 2.60 m 3,40 m 2,79 m Boys Girls Boys Girls 9,8 m [2kg] 6,64 m [2kg] 9,00 m [3kg] 5,3	Boys Girls Boys Girls Boys 15,25 sec 16,16 sec 15,02 sec 15,96 sec 14,42 sec 16,56 sec 17,55 sec 16,10 sec 17,10 sec 15,66 sec Boys Girls Boys Girls Boys 23,02 sec 24,12 sec 22,33 sec 23,70 sec 21,73 sec 25,10 sec 26,49 sec 24,25 sec 25,74 sec 23,60 sec Boys Girls Boys Girls Boys 2m 46,60 sec 2m 57,10 sec 2m 41,90 sec 2m 52,47 sec 2m 36,20 sec 2m 52,60 sec 3m 11,02 sec 2m 47,75 sec 3m 6,37 sec 2m 43,20 sec 4m 26,56 sec 4m 43,20 sec 4m 19,05 sec 4m 35,96 sec 4m 12,05 sec 4m 49,48 sec 5m 07,55 sec 4m 41,32 sec 4m 59,67 sec 4m 33,71 sec Boys Girls Boys Girls Boys 1,08 m 1,09 m 1,03 m 1,18 m 1,09 m 1,26 m 0,93 m 0,87 m <

Cross country run (3 km) Standard points only. No time set. Candidate not to stop running.

NB The cross country must take place over open country and not along streets.

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<u>CAMPING</u> SCOUTCRAFT BADGE



1.	Make a layout plan of a typical Patrol campsite. Show the position of the camp kitchen, the fireplace, dining flysheet, latrine, and tentage for at least six Scouts. Explain how and why weather, season, wind, fuel, and water supply are taken into consideration when choosing a site. Explain what care to take with regard to safe water, sanitary facilities, and emergencies.	1
2.	Explain how a Patrol's typical activities are organised in setting up camp (e.g. pitching tents, digging latrines, making the kitchen etc). List the duties you would allocate to each member of the Patrol during camp.	2
3.	Prepare a checklist detailing:	
	a) the personal kit that you will need for a Troop camp lasting a week;	<u>3a</u>
	 b) the personal kit that you will need for a weekend hike or cruise i. in summer ii. in winter; 	3b
	c) all the camping equipment needed for a weekend Patrol standing	<u></u>
	camp. Be able to justify your choice.	3c
4.	Demonstrate how to pack correctly your personal kit in a rucksack or kitbag for an overnight Patrol camp.	4
5.	Prepare a camp menu for an overnight standing Patrol camp of at least seven Scouts covering two breakfasts, two lunches, and two suppers (some tinned food may be used). Make a food list for the Patrol. List the foods required for your menu that you can get from your local store with their prices.	5
6.	At an overnight standing Patrol camp:	
	a) Assist in the preparation of the camp programme.	6a
		00
	b) Lay out the campsite according to the principles in (1) above.	<u>6b</u>
	c) With another Scout, pitch a Patrol tent, or build a shelter, taking into consideration the weather and terrain. Strike and pack the tent, or dismantle the shelter. Know how to take care of tents, including the correct storage of tents between camps.	<u>6c</u>
	d) While camping, cook all meals for yourself for twenty-four hours to the satisfaction of the examiner. Raw ingredients must be used in cooking the meals. (For this requirement, it is acceptable for the candidate to take charge of the kitchen, in cooking the meals for the whole Patrol, with the help of other Scouts, but under his overall supervision.)	<u>6d</u>
	 e) Make a comfortable bed on the ground and sleep in it overnight. Use a groundsheet, padding of clothes, rucksack, grass, straw, hiphole etc. 	6e
	 f) While in camp show the right way to store your food and gear against heat, animals, insects, and wet in bad weather; II. dispose of refuse and maintain correct hygiene standards. III. take precautions against the spread of fires. 	<u>6f</u>
	g) Make three camp gadgets in camp and use them.	6g
7.	Have camped under canvas or in the open as a Scout for a total of not	
	less than twelve nights (not necessarily continuous).	7



CANOEING SCOUTCRAFT BADGE



Date Passed Signed

<u>NOTE</u>

The requirements for this badge shall only be undertaken on flat water, within a safe distance from the bank. Scouts should only progress onto flowing rivers when they are physically strong enough to handle a submerged canoe on a moving river, with a good knowledge of the requirements for the Canoeist Interest Badge.

1.	Have passed the Swimming Scoutcraft Badge, or complete all the requirements for it. Be prepared to be examined on any requirement of the Scoutcraft Badge, with an age appropriate level of skill.	1
2.	Show a knowledge of canoeing as a sport, and its value for healthy	2
3.	Show a knowledge of canoeing accessories, such as buoyancy, paddles, clothing items, rudders, seats, splash covers, etc. Discuss the advantages of the different types of accessories, and how to select these.	3
4.	Discuss the various types of canoes available, the materials used in their construction, and how these apply to various forms of canoeing. Name the main parts of a canoe.	4
5.	Demonstrate sound safety measures when canoeing, including the correct use of personal floatation devices, buoyancy, pre- check items, rules of the road and the buddy system.	5
	Demonstrate a shirt-tail rescue of a swimmer over 25 metres.	6
7.	Take charge of a Canadian canoe, with a bow paddler, in which you perform the following manoeuvres, using single paddles: a) Handle the canoe into water and make fast.	7a
	b) Board the canoe from the bank or in shallow water.	<u>78</u> 7b
	c) Demonstrate correct paddling techniques, including posture and paddling	
	grip, forward stroke, J- stroke, backwater stroke emergency stop, draw strokes.	<u>7c</u>
	d) Paddle 100 metres on a straight course.	7d
	 e) Paddle 100 metres on a slalom course, around 8 to 10 buoys to demonstrate the above strokes. 	7e
	f) Correctly disembark onto the bank.	7f
	g) Dressed in normal canoeing gear, capsize in deep water at least 50 metres from the bank. Right the canoe, climb into it and paddle the submerged canoe back to the bank. Empty the water without assistance.	7g
~	OR	
8.	Perform the following manoeuvres in a single-seater or double seater canoe or kayak, using double-bladed feathered paddles. (In the case of a double-seater canoe, you must occupy the seat in charge of the canoe): a) Handle the canoe into the water and make fast.	8a
	b) Board the canoe from the bank or in shallow water.	8b
	 c) Demonstrate correct paddling techniques, including posture and paddling grip, forward stroke, emergency stop, draw strokes. 	8c
	d) Paddle 100 metres on a straight course.	8d
	 e) Paddle 100 metres on a slalom course, around 8 to 10 buoys to demonstrate the above strokes. 	8e
	f) Correctly disembark onto the bank.	8f
	g) Dressed in normal canoeing gear, capsize in deep water at least 50 metres from the bank. Right the canoe, climb into it and paddle the submerged canoe back to the bank. Empty water without assistance.	8g
		<u> </u>

Date Passed



SOUTH AFRICAN SCOUT ASSOCIATION Badge Book Update 2009

CONSERVATION SCOUTCRAFT BADGE



Signed

1.	Have an understanding of the Outdoor Code, and discuss the importance of the different points of it. What is meant by the term "Sustainable Planet" and discuss how you can contribute to this ideal.	<u>1</u>
2.	Make a sketch illustrating the complete water cycle using and describing the following terms: precipitation; run-off; groundwater; water table; evaporation; transpiration.	2
3.	Show you are familiar with the main causes of the following types of pollution and how they can be controlled: water, air (including noise), soil, waste.	3
4.	Know the dangers of soil erosion by wind and water. Demonstrate how soil erosion can be combated.	4
5.	Know the threats posed by alien vegetation and the measures being taken to eradicate these. Identify the main invader plants in your Provincial.	5
6.	Do ONE of the following:	<u></u>
	 a) Help establish and maintain a sanctuary (demonstrating an interest in conservation and a wish to conserve nature). 	6a
	b) Make a nature trail for your Patrol or Troop	6b
	c) Establish a bird cafeteria by planting an area with bird attracting trees. These trees should be indigenous and fruit bearing.	6c
	d) Make a pond for birds (and for beauty).	6d
	e) Build a brush pile for wildlife.	6e
	f) Make and maintain an aquarium.	6f
	g) Build up a collection of plaster casts (made by yourself) of animal and bird tracks.	6g
	 h) Build an observation shelter and spend part of a night there observing the animals. 	6h
7.	Plan and carry out yourself or with others a conservation project covering ONE of the following:	
	a) clean water	<u>7a</u>
	b) clean air	<u>7b</u>
	c) wildlife	7c
	d) erosion	7d
	e) planting trees	7e
	 f) cleaning up a roadside, picnic ground, vacant plot, stream, or ocean beach 	<u>7f</u>
	g) plan and carry out an anti-litter campaign with your Patrol or Troop.	7g



COMPUTER PILOT SCOUTCRAFT BADGE



Date Passed Signed

This badge is designed for the junior Scout as a "lead- in" badge for Air Planner, Air Traffic Controller and Pilot.

The badge requirements can be completed on any suitable simulator, ie Flight simulator 2000, 2002, 2004 or Combat Flight Simulator or Flight School simulator

1.	Discuss the various instruments on an aircraft instrument panel and explain their function.	1
2.	Carry out start procedure and execute "Take-offs", fly a circuit and land. Use to be made of flaps, retractable undercarriage etc. if installed on the simulator.	2
3.	Take-off and carry out 2 cross country flights and land at either the same or a different airfield.	3
4.	Take-off and carry out the following manoeuvres:	
	 A controlled turn to the left and right, climb to a designated altitude and descend to another designated altitude Fly a loop, roll and a stall turns. 	4



FIRES AND COOKING SCOUTCRAFT BADGE



Date Passed Signed

1

- 1. Carry out an experiment to determine the burning properties of at least three different types of wood for cooking fires, and discuss their characteristics and the purposes for which each should be used.
- 2. Demonstrate three different types of cooking fires in use, and explain the advantages of each. Know the dangers of veld/bush fires and demonstrate how to take safety precautions are when lighting, using and extinguishing fires in the open. Demonstrate methods of extinguishing flames. 2 _____ Make a camp fireplace in the open that is suited to the natural 3. surroundings, or make a conservation stove. Make a fire in it, and cook the following for at least four people: a) porridge; 3a b) hunter's stew; 3b 4. Discuss the importance of creating a balance menu. 4 a) Draw up a menu for a three-course breakfast, lunch and supper. 4a a) Draw up the food quantities and cost these at a local store 4b 5. Demonstrate the following: a) the setting of a table in camp or indoors for a lunch or a supper; 5a b) how to prevent accidents in the kitchen at camp and indoors; 5b c) the use of weights and measures in the kitchen. 5c 6 6. Make yourself a damper or a twist. 7. After each cooking, properly dispose of rubbish, clean utensils, and leave a safe, clean cooking Provincial and fireplace. 7



FIRST AID SCOUTCRAFT BADGE



Date Passed	Signed

1.	Understand the principles and limitation of the first aider or first responder.	<u> </u>
2.	Know what the safety precautions when dealing with sick and injured patients including your own safety (e.g. latex gloves, mouthpiece etc.)	2
3.	Demonstrate emergency management by making the area safe and alerting the correct authorities.	3
4.	Know the correct telephone numbers for the emergency services (fixed / cellular).	4
5.	Explain the procedure to hand over the scene to an adult first aider or trained professional.	5
6.	Show a good theoretical and practical knowledge of CPR and be able to demonstrate the correct procedures i.e. rates of compression / artificial ventilation.	6
7.	Demonstrate how to treat someone that is choking.	7
8.	Demonstrate how to stop bleeding using the correct safety precautions.	8
9.	Demonstrate how to clean and dress a wound	9
10.	Explain the signs and symptoms of a sprain and demonstrate the treatment.	10
11.	Know the precautions to prevent hypothermia / hyperthermia / dehydration and sunstroke	<u>11</u>
12.	Demonstrate the treatment of superficial and 2nd degree burns.	12
13.	Demonstrate the "fireman's drag", "2/3 & 4 handed seats" and "piggyback". Explain when each should be used.	13
14.	 a) Assemble your own personal first aid kit and know how to use everything in it. 	<u>1</u> 4a
	b) As part of team of at least 3 other Scouts, using your personal first aid kit, take part in two simulated incidents set by the examiner.	14b



FITNESS SCOUTCRAFT BADGE



Date Passed Signed

	-minute war n the given t			owing endu	rance and s	tamina	
	low addition		ir age:				 1
Age Merit	5 m 20 s		12 Boys 5 m 10 s				
Standard			5 m 50 s	5 m 55 s	5 m 40 s	5 m 45 s	
Öve	<u>ront lying, tr</u> r a bench or zontal positio	other suppo		sition as for	curlups. Si	op at	 а
	<u>Curlups (sit-u</u>			L L 2000 G		L la a la tra al	
neck	ner grasps an , chin off che r each time. 1	est, elbows	must touch	knees, head			b
	<u>Pushups</u>						
Che cour	st must touch nt	n clenched f	fist of partne	er. Incorrect	pushup do	es not	с
	Biceps curls						 <u> </u>
Star	nding in half	squat positi	on lifting 10	% of body r	nass (sandl	bags).	 d
	<u>ertical jumps</u> each a point		ve arm's leng	gth.			 <u>e</u>
, Star	<u>ateral arm ra</u> iding in half s ws laterally t	squat positi	on lifting 10	% of body r	nass (sandl	oags). Lift	f
	quare shuttle						
	< out a squar nts as one.	e of 5 metr	es along ead	ch side. Eac	h complete	d circuit	g
	huttle runs o	f 25 metres	5				 <u>9</u>
	e two beacor			n around a	beacon cou	nts as one.	 h
	he importanc ourself phys						 1
Participat	e in an outdo	oor cross-co	ountry race o	of at least 3	km in leng	th.	 3
Achieve activities	the given st	tandard fo	r your age	group in tl	ne followin	g	4
		hast of three in	umps) Measurei	manta in matua	_		

a.	HIGH JUMP	(best of three	jumps) M	leasurement	ts in metres	

Age	11Boys	11Girls	12Boys	12Girls	13Boys	13Girls
Merit	1,09 m	1,03 m	1,18 m	1,09 m	1,22 m	1,15 m
Standard	0,83 m	0,77 m	0,82 m	0,80 m	0,87 m	0,83 m
b. <u>STAN</u>	NDARD LON	<u>G JUMP</u> (best	of three jump	s) Measureme	nts in metres	

Age	11 Boys	11 Girls	12 Boys	12 Girls	13 Boys	13 Girls
Merit	3.70 m	3,03 m	3.96 m	3,25 m	4,27 m	3,50 m
Standard	3.17 m	2,60 m	3,40 m	2,79 m	3,66 m	3,00 m

c. <u>50 M</u>	ETRE SPRIN	<u>Γ</u> (time in seco	onds to nearest	tenth of a sec	ond)	
Age	11 Boys	11 Girls	12 Boys	12 Girls	13 Boys	13 Girls
Merit	8,69 s	9,21 s	8,56 s	9,10 s	8,22 s	8,75 s
Standard	9,44 s	10,0 s	9,17 s	9,75 s	8.93 s	9,51 s

d. 800 METRE RUN (time in minutes and seconds)

Age	11 Boys	<u>11 Girls</u>	12 Boys	12 Girls	13 Boys	13 Girls
Merit	2m47s	2m57s	2m42s	2m53s	2m31s	2m48s
Standard	2m53s	3m11s	2m48s	3m06s	2m44s	3m02s



FOOD FOR LIFE - STARTER SCOUTCRAFT BADGE



Date Passed Signed

Objective: By the completion of this stage the Scout should be able to prepare soil, grow and harvest a crop of one type of vegetable or fruit for his/her family.

To obtain the badge the Scout should be able to do all of the following:

1. If the Scout held the Food for Life Starter badge as Cub he/she needs to do the following:

i. Explain the contents of the badge to the examiner; and ii. Demonstrate one of the requirements 1 OR 1. Explain what the best place and size for a food garden are. 1 2. Obtain or make garden tools and explain how to use and look after them (rake, spade and watering can) 2 3. Prepare the soil, including mulching 3 4. Sow seeds or plant seedlings. 4 5. Explain how to use water sparingly. 5 6 6. Harvest one vegetable or fruit 7. Explain why vegetables and fruit should be eaten (nutrition). 7

Note: Container gardening is also acceptable



FOOD FOR LIFE - SILVER SCOUTCRAFT BADGE

Date Passed Signed

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6 7

8 9

Objective: By the completion of this stage the Scout will be able to provide nutritious vegetable for the family or community.

To obtain the badge the Scout should be able to do all of the following:

- 1. Completion of the Food for Life Starter Scoutcraft Badge is a prerequisite for this badge. 1 2. Explain how crop rotation can ensure proper plant nourishment, minimise certain insect damage and provide sufficient vegetable all year round. Put crop rotation into practice by planting two different vegetables for two different seasons (these vegetable should be different from Food for Life - Starter or number 1 above). 2 3
- 3. Make and maintain a compost heap and use it for your second crop.
- 4. Explain how to care for your crops.
- Name three insects or diseases that may attack your vegetables and 5. explain how to get rid of them by using homemade/natural remedies.
- 6. Explain a method of collecting rainwater.
- 7. Explain permaculture.
- 8. Explain a balanced diet.
- 9. Demonstrate the correct methods of cleaning and cooking vegetables.



<u>HIKING</u> SCOUTCRAFT BADGE



Date Passed Signed

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- 1. Compile lists of the personal equipment needed for a hiking expedition of at least three days. Present yourself, properly dressed and packed, before going on an overnight hike. Discuss your choice of clothing, equipment, rations and emergency kit.
- 2. Discuss what is meant by individual hiking skills (pace, rhythm, foot placing, conservation of energy, balance and co-ordination); personal hygiene; the Outdoor Code; wilderness manners; minimum impact hiking and camping. Demonstrate how these are applied in the outdoors. Understand the importance and correct way of using catholes away from water, paths and campsites, when other latrines are not available.
- 3. Know the importance of the party staying together, and the procedure to be followed in the event of an accident or emergency. Know the signs and symptoms of hypothermia (exposure), the precautions to be taken to avoid this, and the correct treatment of hypothermia.
- 4. Know the procedure governing access to nature conservation Provincials, Parks Board Provincials, National Hiking Way trails and wilderness Provincials. Explain what permission is required before setting out on a hike (permits, parent consent etc) and the correct procedure when crossing private property.
- 5. Show that you can use a compass and how to orientate and use a 1:50 000 topographical map. Be able to locate your position by reference to natural features. Identify the conventional map symbols, and demonstrate the use of scale.
- 6. With other Scouts (minimum of four in the party), hike 50 kilometres over country tracks, across country, or on recognised hiking trails. This should be done over 3 or more hikes where two hikes need to be at least 20km's in length. At least one overnight camp must be included. (Accommodation can be provided for in tents or huts.) A brief record of the dates, routes, distance hiked, names of party, and any other useful details, e.g. the weather conditions, campsite descriptions, must be presented to the examiner. The hikes must be done under a suitable leader such as the Troop Scouter, or as part of a recognised hiking organisation such as the Scout Mountain Club or Mountain Club of South Africa.



MAP READING SCOUTCRAFT BADGE



	Versite and a second		
1.	Know some of the different types of compasses that are available, and explain how a compass works. Know some of the problems that can occur in using a compass, and how to overcome these.	1	
2.	Know the difference between: a) True North b) Grid North c) Magnetic North		
	and demonstrate the ability to find each of these, both on a map and on the ground.	2	
3.	Explain the cause and effect of magnetic declination, and know the relationship between true bearings and magnetic bearings. Demonstrate how to convert bearings on a map to compass bearings, and vice versa.	3	
4.	Demonstrate a working knowledge of bearings and back bearings by being able to:		
	 a) identify a feature from a map, by taking bearings to locate it on the ground; 	4a	а
	 b) carry out an exercise in the field to determine your position on a map by the resection method using back bearings; 	4	0
	C) use a magnetic compass to follow a compass trail of about one kilometre in length, consisting of 7 or 8 distances and bearings (both True and Magnetic).	40	2
5.	 Carry out the following: a) Explain what a map is. b) Know some of the types of maps that are available, and what information each of these can provide. c) Demonstrate a knowledge of scale and be able to do conversions between RF (Representatative Fraction) scale, graphic scale and statement scale. d) Demonstrate a knowledge of conventional map symbols. e) Be able to read contours on a map, and explain how contours indicate slopes, gradients and major landforms. f) Correctly measure a distance on a map and calculate the actual distance that this represents on the ground. g) Set a map using a compass, and by ground to map comparison. 	5	
6.	Demonstrate a thorough knowledge of all the features on a map by carrying out an imaginary hike of approximately 25 km between two points on a map selected by the examiner. Describe the route in detail and indicate an area which could serve as an overnight stop. Be able to estimate hiking speeds over different terrains indicated on the map by		
	the examiner.	6	



OBSERVATION SCOUTCRAFT BADGE



Date	Passed	Signed

1.	Play Kim's Game and after one minute of observation remember correctly 24 out of 30 well-assorted articles. The test is to be repeated twice running with different articles and each article is to be adequately described.	1	
2.	Blindfolded, correctly identify 8 out of 10 simple sounds by hearing only.	2	-
3.	Blindfolded, identify 8 out of 10 common substances by smell only.	3	}
4.	Blindfolded, identify 12 out of 15 common articles by touch only.	4	ŀ
5.	Explain the characteristics of human footprints, with and without boots or shoes. Be able to identify correctly the following tracks made by a person in sand or soft earth: walking; walking backwards; limping; carrying a weight; running.	5	5
6.	Correctly identify the following cloud formations (from pictures where natural examples are not available), and explain the weather associated with each:		
	cumulus; cumulo-nimbus; cirrus; nimbo-stratus; strato-cumulus; alto-stratus.	6	b
7.	Make three plaster casts of the tracks of wild animals or birds, or make 5 sketches of different animal or bird tracks that you have observed out-of-doors. Identify the tracks.	7	,
8.	Correctly identify 10 different makes or models of cars on the road OR correctly identify 10 different types of trees OR leaves OR insects OR birds in the outdoors.	8	8



The Badge is designed to be used as a reward for Scout

SOUTH AFRICAN SCOUT ASSOCIATION Badge Book Update 2009

PATROL ACTIVITY SCOUTCRAFT BADGE



	when they as a Patrol members participating in the annual Star Patrol Award Evaluation.	
1.	Be a faithful member of your Patrol.	 1
2.	Explain the Patrol System.	 2
3.	Show a knowledge of your Patrol name.	 3
4.	Take part in three meetings of the Patrol-in-Council	 4
5.	Take part in a Patrol Good Turn.	 5
6.	Complete five of the following activities:	
	a) Take part in an indoor Patrol Meeting.	 <u>6a</u>
	b) Take part in an outdoor Patrol Meeting.	 6b
	c) Take part in a joint Patrol activity other than at a Troop meeting (within your own Troop, or with a Patrol from another Troop or Guide Company).	 <u>6c</u>
	d) Take part in a Patrol exchange with another Troop or Guide Company.	 <u>6d</u>
	e) Take part in a short Patrol camp (for minimum of 2 nights).	6e
	f) Take part in a Patrol expedition (over 1 weekend).	6f
	g) Gain one advancement badge.	 <u>6g</u>
	 Any other Patrol activity of a similar nature and level of achievement as agreed with the Court of Honour. 	 <u>6g</u>
7.	Hold a Position of responsibility in your Patrol for at least one year (for example, Quartermaster or Scribe).	 7



PIONEERING SCOUTCRAFT BADGE



- 1. Whip the ends of 3 ropes using:
 - a) west country whipping;
 - b) sailmakers whipping;
 - c) simple whipping.

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	Know on what types of ropes each whipping is best suited.	1
2.	Using the ropes you have whipped, tie the following knots and demonstrate their uses:	
	bowline; sheet bend; round turn and two half hitches; figure-of-eight knot; fishermans knot; timber hitch; bowline-on-a-bight; manharness hitch; rolling hitch; running bowline; taut-line hitch; marlinspike hitch.	2
3.	Tie the following knots in nylon filament (fishing line):	
	blood knot; fishermans surgeon knot.	3
4.	Make the following lashings with a high degree of efficiency, and know the uses of each:	
	square lashing; diagonal lashing; figure-of-eight lashing; round lashing; sheer lashing.	4
5.	Make the following splices in a rope with a diameter of at least 12mm:	
	a) back splice;	5a
	b) eye splice;	5b
	c) docker's splice;	5c
	d) short splice.	5d
6.	Construct two of the following projects, working on your own: a) camp table or dresser using lashings;	<u>6a</u>
	b) flagpole at least 5m high using round lashings;	6b
	c) model bridge (monkey bridge or trestle bridge);	<u> </u>
	d) raft to carry two persons. Demonstrate it on water;	<u>6d</u>
	e) Scout transporter or haymaker bridge.	6e
7.	Demonstrate the following 3 types of holdfasts, and know which conditions each is best suited for:	
	a) deadman anchorage;	7a
	b) 3-2-1 holdfast;	7b
	c) log and picket.	<u>7c</u>



RELIGION AND LIFE SCOUTCRAFT BADGE



Date Passed Signed

Requirements for the following faiths are available on request from SAHQ and local Scout shops Christian; Hindu; Jewish; Muslim.

NOTE: The Examiner must either be a Minister/ Priest of the religious body to which the Scout belongs, or some person appointed by his religious body.

Christian Requirements:

1.	SCRIPTURE KNOWLEDGE	
	a) Locate in the relevant text in your own Bible and explain two stories	
	ONE from each of the Sections i and ii: i. Moses; Samuel; Gideon	
	ii. Jesus calling his Disciples; Healing of the Centurion's	1
~		
2.	PRACTICE Regularly attend Sunday School or your place of worship	
	Give Thanks (Say Grace)	2
3.	UNDERSTANDING	
5.	a) Explain the meaning of Prayer	
	b) Say a short prayer on a given subject	
	c) Name the Gospels and the Epistles and know the difference in meaning	
	d) Explain the difference between the Old Testament and the New	2
	Testament. State the number of books in each	3
4.	GENERAL	
	Answer questions relating to your religious order and procedures at the discretion of the Examiner. who will bear in mind your age.	1
		<u> </u>
Jev	vish Requirements:	
Jev	vish Requirements:	
Jev 1.	wish Requirements: Recite the 10 Commandments and explain their meaning.	1
		<u>1</u>
1.	Recite the 10 Commandments and explain their meaning. Read in Hebrew - V'Ahavta, Avat, Kiddush. Maintain regular attendance at Synagogue services (Friday evening and	<u>1</u> 2
1. 2.	Recite the 10 Commandments and explain their meaning. Read in Hebrew - V'Ahavta, Avat, Kiddush.	<u>1</u> 3
1. 2.	Recite the 10 Commandments and explain their meaning. Read in Hebrew - V'Ahavta, Avat, Kiddush. Maintain regular attendance at Synagogue services (Friday evening and	1 2 3 4
1. 2. 3.	Recite the 10 Commandments and explain their meaning.	<u>1</u> <u>2</u> <u>3</u> <u>4</u>
1. 2. 3. 4.	Recite the 10 Commandments and explain their meaning.	1 2 3 4 5
1. 2. 3. 4.	Recite the 10 Commandments and explain their meaning.	
1. 2. 3. 4. 5.	Recite the 10 Commandments and explain their meaning.	1 2 3 4 5 6
1. 2. 3. 4. 5.	Recite the 10 Commandments and explain their meaning.	

RELIGION AND LIFE SCOUTCRAFT BADGE - CONTINUED

Muslim Requirements:

1.	Detailed explanation of principles of Islaam (Arkanul Islam).	 1
2.	Read: Payamber - the messenger. Three parts.	 2
3.	Describe the work of three charitable Islamic organizations.	 3
4.	Study of the Prophet Ebrahim.	 4
5.	Study of Qur'anic verses with regard to parents and the relevant Ahadeeth.	 5
6.	Fard solaah to be observed.	 6
7.	Regular attendance of a madrasah	 7
8.	Possess a translation Qur'aan (Yusuf Ali translation)	 8
Hin	du Requirements:	
1.	Chant the Mantras of the Ishwar Upasana and give their meanings	 1
2.	Maintain regular attendance at religious services	 2
3.	Know the significance of	
	a) Rem Navami	
	b) Krishna Asthami	 3
4.	Describe the welfare and humanitarian work of	
	a) The Ayran Benevolent Home	
	b) The Divine Life Society	
	c) The Ramakrishna Centre	
	d) Any other body	 4
5.	Study the lives of the following	
	a) Swami Vivakananda	
	b) Swami savananda	
	c) Swami Dayananda	
	d) Meera Bai	
	e) Thiruvalluvar	 5
6.	Read the contents of	
	"The Elementary teachings of Hinduism" (A Veda Nikatan Pub.)	 6
7.	Read and know Chapters two, three and four of the Bhagavad Gita.	 7



SAILING SCOUTCRAFT BADGE



Date Passed	Signed

		Ultransmission and the	
1.	require	passed the Swimming Scoutcraft Badge, or complete all the ements for it. Be prepared to be examined on any requirement of the raft Badge, with an age appropriate level of skill.	 1
2.	Recog	nise 8 different types of sailing craft.	2
3.	Identify and name:		
	a)	Main parts of a sailing craft.	
	b)	The parts of a sail (Mainsail and Foresail).	
	c)	Parts of the rigging.	3
4.		the signs of approaching bad weather as well as fine weather for rovincial.	4
5.	Explai	n the following:	
	a)	Safety rules applicable to boating in your Provincial.	
	b)	The International Rules of the Road and International Sailing Federation concerning right of way of power boats, rowing boats, canoes and boats under sail.	
	c)	Rules applicable to personal buoyancy.	
	d)	Why and how you would check a boat for buoyancy.	5
6.	Know	and understand the resuscitation of the apparently drowned.	6
7.	Demo	nstrate	
	a)	the following knots: Figure of eight; Sheet Bend; Double Sheet Bend; Bowline; Reef Knot; Anchor Bend; Round turn and two half hitches; Rolling Hitch and Carrick Bend.	
	b)	How to prevent synthetic ropes from fraying.	 7
8.	Demo	nstrate the following:	
	Rig a s	sailing boat and prepare for sailing.	
	After s	sailing, de-rig the boat.	
	The pr	oper care and storage of equipment.	
	Rescu	e a conscious person from the water.	8
9.	Discus	s and carry out capsize drill.	9
10.	and s	that you are an efficient member of a sailing crew. Take the helm ail the boat on all points of sailing including getting under way, g alongside and making fast.	<u>10</u>
11.	Log at Scoute	least 3 hours of sailing. The log must be certified by your Troop	11



<u>SURVIVAL</u> SCOUTCRAFT BADGE



1.	the various v useful items	main needs to be satisfied in a survine structure struct	 1
2.	Shelter:	Build a weatherproof shelter from natural materials or groundsheets (overhanging rock and cliffs excluded) and sleep in it alone or with another Scout for at least one night.	2
3.	Warmth:	Lay and light a fire outdoors, without matches, using an alternative method such as magnifying glass, binoculars, flint and steel, friction, bow and drill or batteries.	3
4.	Food:	With raw ingredients (not dehydrated), cook over an open fire a meal consisting of a main course (utensils and aluminium foil excluded) and a twist or damper.	4
5.	Water:	Demonstrate any method of rendering muddy water fit for human consumption.	 5
6.	Navigation:	Demonstrate two methods of finding true North during the day and two methods at night, without the aid of a compass or map.	6
7.	Hazards:	Recognise and identify three venomous snakes in your area and know the precautions to take to avoid being bitten by snakes.	 7

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SOUTH AFRICAN SCOUT ASSOCIATION Badge Book Update 2009

SWIMMING SCOUTCRAFT BADGE

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DUTCRAFT BADGE	Date Passed	Signed	
Swim 100 metres in any overarm or crawl style.		1	
Swim 50 metres in clothes (shirt, shorts and socks as minimum) and undress in the water with the feet off the bottom.		2	
Swim 50 metres on the breast and 50 metres on the back (either hands clasped or arms folded in front) and then a further 50 metres any style making 150 metres in all.		3	
Take clothes off on shore. Enter water feet first. Carry shirt in teeth or hand. Swim 10 metres. Swing one end of the shirt into the hands of a 'drowning' person. Tow him to the shore.		4	
Demonstrate, by means of 'clothing inflation', a method of remaining afloat for three minutes.		5	
Execute a reasonable dive into the water from the side of the pool		6	
Dive from the surface of the water and receiver with both hands an object			

7. Dive from the surface of the water and recover with both hands an object from the bottom. The water is not to be more than 2 metres deep.



WATERMANSHIP SCOUTCRAFT BADGE



Date Passed	Signed

1.	require	passed the Swimming Scoutcraft Badge, or complete all the ements for it. Be prepared to be examined on any requirement of the raft Badge, with an age appropriate level of skill.	<u>1</u>
2.		nstrate how to load a pulling boat with stores and personnel, and personnel, and	2
3.	Explai	n the following:	
	a)	Safety rules applicable to boating in your Provincial.	
	b)	The International Rules of the Road concerning right of way of power boats, rowing boats, canoes and boats under sail.	
	c)	Rules applicable to personal buoyancy.	
	d)	How and why you would check the boat for buoyancy.	3
4.	Know your a	the signs of approaching bad weather as well as fine weather for rea.	4
5.	Know	and understand the resuscitation of the apparently drowned	5
6.	Demoi	nstrate	
	a)	The following knots:	
		Round turn and two half hitches; Anchor Bend (Fisherman Bend); Bowline; Water Bowline; Rolling Hitch; Sheetbend; Double Sheetbend; Carrick Bend.	
	b)	How to prevent a synthetic rope from fraying.	6
7.	Name	all the parts of a pulling boat.	7
8.			8
9.	Manag followi	e a dinghy or similar craft single-handed and perform the ng:	
	a)	Row at least 100 metres in a given direction, turn the craft as directed and row back.	<u>9a</u>
	b)	Scull with one oar over the stern for a distance of at least 50 metres.	9b
	c)	Weigh and drop anchor correctly.	<u>9c</u>
	d)	Bring alongside and make fast.	<u>9d</u>
	e)	Rescue a conscious person from the water.	9e
10.	Discus	s and carry out capsize drill.	10
11.	Log at Scoute	least 3 hours of pulling. The log must be certified by your Troop	11