air planner

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IN	a	m	e:



Re	quirements	Passed
1.	Explain what is meant by latitude and longitude as well as the meaning of:	
	a) Lesser great circles.	
	b) Lesser circles.	
	c) Meridians, and	
	d) Rhumbline.	
2.	Explain what is meant by:	
	a) Magnetic Dip.	
	b) Variation, and	
	c) Deviation.	
3.	Know the difference between, and the derivation of, magnetic heading and track.	
4.	Demonstrate a knowledge of conventional symbols used on an aeronautical chart	
	and show how to do simple flight calculations.	
5.	Show a knowledge of the instruments used by an air navigator and computer	
	problems (by any means) of time, distance, speed, and fuel consumed per hour.	
6.	Explain the semi-circle rule and the importance of keeping correcting flight levels.	
7.	Demonstrate how to complete the Standard ATC Flight Plan Form.	
8.	Explain how cloud is formed and:	
	a) Recognise and name six different cloud types and explain their significance for	
	aviators.	
	b) Know the types of cloud considered hazardous to aviation.	
	c) Explain the physics of ice formation.	
9.	Interpret a weather map, with particular reference to the high pressure and low-	
	pressure areas and cold and warm fronts.	
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.	

03/94 08/20v1	Badge	Awarded	
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Name:



Re	quirements	Passed
1.	Demonstrate the correct methods of walking and running, and of starting a race.	
2.	Demonstrate "Scouts Pace" (50 paces walk/50 paces run) over a distance of 1 km without stopping.	
3.	Show a basic knowledge of the rules for the following: Sprint race, Middle distance and long distance, Relay races, Hurdles, Discus event or Shot-put.	
4.	Discuss correct diet and methods of training for athletes.	
5.	Represent your club, Troop, or school at an athletic meeting.	
6.	Gain the indicated times or distances in five of the following groups of tests according to your age. At least one must be at the "Merit" level.	

AGE:	1	1	1	.2	13	
Group 1:	Male	Female	Male	Female	Male	Female
100 metre sprint Merit	15,25 sec	16,16 sec	15,02 sec	15,96 sec	14,42 sec	15,35 sec
100 metre sprint Standard	16,56 sec	17,55 sec	16,10 sec	17,10 sec	15,66 sec	16,67 sec
Group 2:	Male	Female	Male	Female	Male	Female
150 metre sprint Merit	23,02 sec	24,12 sec	22,33 sec	23,70 sec	21,73 sec	23,10 sec
150 metre sprint Standard	25,10 sec	26,49 sec	24,25 sec	25,74 sec	23,60 sec	25,08 sec
Group 3:	Male	Female	Male	Female	Male	Female
800 metres Merit	2m 46,60 sec	2m 57,10 sec	2m 41,90 sec	2m 52,47 sec	2m 36,20 sec	2m 47,63 sec
800 metres Standard	2m 52,60 sec	3m 11,02 sec	2m 47,75 sec	3m 6,37 sec	2m 43,20 sec	3m 03,03 sec
1200 metres Merit	4m 26,56 sec	4m 43,20 sec	4m 19,05 sec	4m 35,96 sec	4m 12,05 sec	4m 28,93 sec
1200 metres Standard	4m 49,48 sec	5m 07,55 sec	4m 41,32 sec	4m 59,67 sec	4m 33,71 sec	4m 52,04 sec
Group 4:	Male	Female	Male	Female	Male	Female
Running high jump Merit	1,09 m	1,03 m	1,18 m	1,09 m	1.26 m	1,15 m
Running high jump Standard	0,93 m	0,87 m	1,01 m	0,93 m	1,08 m	0,98 m
Standing long jump Merit	3,70 m	3.03 m	3,96 m	3,25 m	4,27 m	3,50 m
Standing long jump Standard	3,17 m	2.60 m	3,40 m	2,79 m	3,66 m	3,00 m
Group 5:	Male	Female	Male	Female	Male	Female
Shot-put Merit	9,8m [2kg]	6,64m [2kg]	9,00m [3kg]	7,02m [3kg]	9,89m [3kg]	7,90m [3kg]
Shot-put Standard	7,47m [2kg]	5.06m [2kg]	6,85m [3kg]	5,35m [3kg]	7,54m [3kg]	6,02m [3kg]
Discus Merit	25,70m [5kg]	18,10m [5kg]	27,90m [5kg]	20,30m [5kg]	27,98m [1kg]	22,50m [75kg]
Discus Standard	18,00m [5kg]	13,20m [5kg]	21,30m [75g]	15,50m [5kg]	21,31m [1kg]	17,20m [75kg]
Javelin Merit	30,80m [500g]	20,50m [500g]	33,40m [500g]	23,10m [500g]	34,20m [500g]	25,80m [500g]
Javelin Standard	23,30m [500g]	15.70m [500g]	25.40m [500g]	17,60m [500g]	26,00m [500g]	19,60m [500g]
Group 6:	Male	Female	Male	Female	Male	Female
Hurdles (68 cm)	13,55 sec	14,71 sec	14,00 sec	14,76 sec	14,53 sec	14,41 sec
Hurdles (68 cm) Std	14,71 sec	15,98 sec	15,20 sec	16,03 sec	15,77 sec	15,65 sec
Group 7:	Male	Female	Male	Female	Male	Female
Road walk (1,5 km) Merit	9 min 30 sec	10 min 03 sec	9 min 13 sec	9 min 48 sec	8 min 58sec	9 min 33 sec
Road walk (1,5 km) Standard	10 min 20 sec	10 min 55 sec	10 min 10 sec	10 min 38sec	9 min 45sec	10 min 22sec
Group 8: Male & Female 11 12 c	# 12 Vaara of age		•			

Group 8: Male & Female 11, 12 or 13 years of age

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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civication skills

Name:	
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Re	quirements	Passed
1.	Discuss the proper conduct to adopt and the ordinary safety precautions to follow,	
	when on an airfield and when near an aircraft.	
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.	
3.	Make up a scrapbook containing at least fifty pictures of different aircraft collected	
	by yourself with brief synopsis of each, 30 pictures may be from the internet but	
	at least 20 pictures must be your own.	
4.	Point out the principle parts of an aircraft and the control surfaces. Explain how	
	they function.	
5.	Explain the advantages and disadvantages of taking off and landing into and out of	
	the wind.	
6.	Explain the aerodynamics of stalling.	

03/94
08/20v1

camping

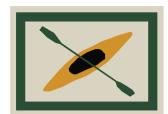
Name:



Re	quirements	Passed
1.	Make a layout plan of a typical Patrol campsite. Show the position of the camp	
	kitchen, the fireplace, dining table with flysheet, dining table and 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.	
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.	
3.	Prepare a checklist detailing:	
	a) The personal kit that you will need for a Troop camp lasting a three days two	
	nights.	
	b) The personal kit that you will need for a weekend camp in summer and in	
	winter.	
	c) All the camping equipment needed for a weekend Patrol camp. Be able to justify	
	your choice.	
4.	Demonstrate how to correctly pack your personal kit in a rucksack or kitbag for an	
	overnight Patrol camp.	
5.	Prepare a camp menu for an overnight Patrol camp of at least six 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.	
6.	At an overnight standing Patrol camp:	
	a) Assist in the preparation of the camp programme.	
	b) Lay out the campsite according to the principles in (1) above.	
	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.	
	d) While camping, cook all meals for yourself and your patrol 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 their overall supervision.)	
	e) Make a comfortable bed on the ground and sleep in it overnight. Use a	
	groundsheet, padding of clothes, rucksack, grass, straw, hip hole etc.	
	f) While in camp show the right way to:	
	i. 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.	
7	g) Make three camp gadgets in camp and use them. Have camped under canvas or in the open as a Scout for a total of not less than	
7.	twelve nights (not necessarily continuous).	
	twelve hights (not necessarily continuous).	

03/94 08/20v1 Badge Awarded

canoeing



Re	quirements	Passed
1.	Pass or have passed the requirements of the Swimming Scoutcraft Badge.	
2.	Show a knowledge of canoeing as a sport, and its value for healthy exercise.	
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.	
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.	
5.	Demonstrate sound safety measures when canoeing, including the correct use of	
D0	lifejackets, buoyancy, pre-check items, rules of the road and the buddy system. EITHER POINT 6 OR POINT 7	
6.	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.	
	b) Board the canoe from the bank or in shallow water.	
	c) Demonstrate correct paddling techniques, including posture and paddling grip,	
	forward stroke, J-stroke, backwater stroke emergency stop, draw strokes.	
	d) Paddle 100 metres on a straight course.	
	e) Paddle 100 metres on a slalom course, around 8 to 10 buoys to demonstrate	
	the above strokes.	
	f) Correctly disembark onto the bank.	
	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.	
7.	Perform the following manoeuvres in a single-seater kayak, using double-bladed	
	feathered paddles	
	a) Handle the kayak into the water and make fast.	
	b) Board the kayak from the bank or in shallow water.	
	c) Demonstrate correct paddling techniques, including posture and paddling grip,	
	forward stroke, emergency stop, draw strokes.	
	d) Paddle 100 metres on a straight course.	
	e) Paddle 100 metres on a slalom course, around 8 to 10 buoys to demonstrate the above strokes.	
	f) Correctly disembark onto the bank.	
	g) Dressed in normal canoeing gear, capsize in deep water at least 50 metres	
	from the bank. Perform a deep-water rescue with assistance from your buddy	
	and paddle back to the bank	
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Re	quirements	Passed
1.	Describe at least two of the different types of compasses that are used at sea and	
	explain how a magnetic compass works. Know some of the problems that can occur	
	in using a compass with particular focus on use aboard a vessel, and how to	
	overcome these.	
2.	Explain the difference between	
	a) True North	
	b) Magnetic North	
	c) Grid North	
	and demonstrate the ability to find each of these, both on a chart and at sea	
3.	a) Explain the cause and effect of variation.	
	b) Know the relationship between magnetic bearings and true bearings.	
	c) Show where to locate the variation adjustment on a chart and know how to	
	calculate the present variation.	
4.	Demonstrate a working knowledge of bearings and reciprocal bearings by being	
	able to carry out an exercise at while on a boat to determine your position on a	
	chart by the cross bearings' method.	
5.	Carry out the following:	
	a) Explain what a chart is.	
	b) Know the differences between a chart and a map.	
	c) Demonstrate a knowledge of scale.	
	d) Explain why we only measure distance on the latitude scale on a chart.	
	e) Be able to read depth contours on a chart, and explain how contours indicate	
	slopes, gradients and major geographic land and seabed features.	
	f) What are soundings and how are they represented on a chart.g) Using a pair of dividers, correctly measure a distance between 2 points on a	
	chart and determine the actual distance that this represents in nautical miles.	
	h) Demonstrate knowledge of some common charting symbols (IALA region B).	
	i) Explain what is meant by the light characteristics shown on a chart e.g.	
	Fl.G.2s5M.	
6.	On a suitable chart, use a parallel rule to plot a course for a hypothetical voyage of	
	approximately 20 nautical miles with at least 5-way points. Provide your watch	
	keeper with a list of magnetic courses to steer, co-ordinates of the waypoints, and	
	time to steam between each waypoint at a speed of 10 knots over the ground.	
	(SoG).	

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climbing	C			m	b	İ	1	S	
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Re	quirements	Passed
1.	Know how to put on a harness, set up a belay and the calls used in climbing.	
2.	Have experience of at least one session (two hours) of single pitch climbing on a manmade climbing wall, either indoors or outdoors.	
3.	Be able to use information given in a climbing guidebook. Explain the grading systems for climbs.	
4.	Select at least five separate climbs, locate the starts on the ground and climb them (the standard should be at least Very Difficult).	
5.	Be able to abseil down a face of not less than 15 metres also using a safety rope.	

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computer pilot



Note: The badge requirements can be completed on any suitable simulator, i.e. Flight simulator 2020, Infinite Flight 2011 or Flight School simulator 2017.

Re	quirements	Passed
1.	Discuss the various instruments on an aircraft instrument panel and explain their function.	
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.	
3.	Take-off and carry out 2 cross country flights and land at either the same or a different airfield.	
4.	Take-off and carry out the following manoeuvres: a) A controlled turn to the left and right. b) Climb to a designated altitude and descend to another designated altitude. c) Fly a loop, roll and a stall turn.	

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conservation

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Re	quirements	Passed
1.	Understand 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.	
2.	Make a sketch illustrating the complete water cycle using and describing the	
	following terms: precipitation, run-off, groundwater, water table, evaporation,	
	transpiration.	
3.	Show you are familiar with the main causes of the following types of pollution and	
	how they can be controlled:	
	a) Water.	
	b) Air (including noise)	
	c) Soil.	
	d) Waste.	
4.	Know the dangers of soil erosion by wind and water. Demonstrate practically how	
	soil erosion can be combatted.	
5.	Know the threats posed by alien vegetation and the measures being taken to	
	eradicate these. Identify the main invader plants in your area.	
6.	Do ONE of the following:	
	a) Help establish and maintain a sanctuary (demonstrating an interest in	
	conservation and a wish to conserve nature).	
	b) Make a 100-1000m nature trail which comprises signage for plants and animals	
	which occur in your area. Take your Patrol or Troop on the trail.	
	c) Establish a bird cafeteria by planting an area with trees and shrubs which bear	
	flowers or fruit attractive to the birds in your area.	
	d) Make a pond or bird bath and identify 3 species of birds that visit it.	
	e) Build a brush pile for wildlife.	
	f) Make and maintain an aquarium for one month	
	g) Build up a collection of 5 plaster casts (made by yourself) of animal and bird	
	tracks.	
	h) Upload 10 photographs/observations of wild animals or naturally occurring	
7	plants to www.inaturalist.org . Plan and carry out yourself or with others a conservation project covering ONE of	
١٠.	the following:	
	a) Clean water.	
	b) Clean air.	
	c) Wildlife.	
	d) Erosion.	
	e) Planting trees.	
	f) Cleaning up a roadside, picnic ground, vacant plot, stream, or beach.	
	g) Anti-litter campaign with your Patrol or Troop.	
	h) Alien plant clearing.	
	i) Any other conservation project agreed to by your examiner.	
8.	Make a solar cooker or haybox and cook something for your patrol.	
٥.	Take a sola. cooker of haybox and cook something for your pation	

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Note: This should be evaluated by a recognised dance instructor.

Re	Requirements	
1.	Perform one dance with character, e.g. a national dance of a country, cultural dance	
	or perform a dance using a recognised dance form.	
2.	Perform a sequence of movements showing the type of dance you know best, e.g.	
	Ballet, Modern, Spanish, Tap, Tribal, Ballroom or Latin American.	
3.	Demonstrate that you are able to perform an improvised dance to music chosen by	
	the evaluator.	

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drone operator



Note:

Re	Requirements		
1.	Be able to differentiate between the different types of Remotely Piloted Aircraft		
2.	Show a basic understanding of how two of the following Remotely Piloted Aircraft		
	fly:		
	a) Multi rotor		
	b) Fixed wing		
	c) Helicopter		
3.	Have a discussion with the examiner about what Remotely Piloted Aircraft can be		
	used for		
4.	Explain to the examiner the laws associated with flying a Remotely Piloted Aircraft		
	as a hobbyist.		
5.	Show your understanding of the Remotely Piloted Aircraft laws in the form of a		
	presentation to your patrol.		
6.	Explain to the examiner what weather is deemed safe to fly in.		
7.	Prepare the following:		
	a) A pre-flight safety checklist		
	b) An equipment checklist		
	c) An onsite safety checklist		
	d) A battery logbook		

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entrepreneurship

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Re	quirements	Passed
1.	Explain what a business is and how it operates to makes a profit.	
2.	Explain the difference between businesses that operate to make a profit and those	
	that operate for public good. (Private Company (Pty) Ltd.'s and Not for profit	
	Company NPC), give examples of both. (Scout SA or Coke a Cola)	
3.	Explain what costs a business has and how it earns money (income).	
4.	Explain the difference between loss, break even and profit in a business.	
5.	Choose a product that you could make to sell to your friends. For that product:	
	a) Research and Development: Write out a list of what items or equipment you	
	need to make the product.	
	b) Production Costs: Write out the cost of the materials and equipment you to	
	make the product.	
	c) Budgeting: Work out if you just make one of the products, what would you	
	have to charge for the product to cover the cost (breakeven).	
	d) Selling Price: Decide on a price that you would be prepared to pay for the	
	product you have chosen.	
	e) Budgeting: Work out how many of the products you would have to make to	
	be able to break even at that selling price.	
	f) Market research: Find out how many of your friends would be interested in	
	buying one at that price	

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fires & cooking

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Re	quirements	Passed
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 when lighting, using and extinguishing fires in the open.	
	Demonstrate methods of extinguishing flames.	
3.	Make a camp fireplace in the open that is suited to the natural surroundings or	
	make a conservation stove. Make a fire in it, and cook the following for at least	
	four people:	
	a) Porridge.	
	b) Hunter's Stew.	
	OR	
	Make a conservation stove and cook the following for at least four people:	
	a) Porridge.	
	b) Hunter's Stew.	
4.	Discuss the importance of creating a balanced menu, including a vegetarian/vegan	
	menu, and the health benefits of a vegetarian/vegan menu.	
	a) Draw up a menu for a three-course breakfast, lunch, and supper.	
	b) Draw up the food quantities and cost these at a local store.	
5.	Demonstrate the following:	
	a) The setting of a table in camp or indoors for a lunch or a supper.	
	b) How to prevent accidents in the kitchen at camp and indoors.	
	c) The use of weights and measures in the kitchen.	
6.	Make yourself a damper or a twist.	
7.	Using the principles of the three R's (Reduce, Reuse, Recycle), properly dispose	
	of rubbish, clean utensils, and leave a safe, clean cooking area and fireplace.	_

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Name:	
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Re	quirements	Passed
1.	Know how to use reverse charges on a public phone	
	OR	
	know to use a cell phone and land line and also know the emergency numbers on	
	the various networks.	
	a) ICE – Demonstrate how to load ICE contact information on your mobile phone.	
_	b) Explain what information needs to be handed over to the call operator.	
2.	· · · · · · · · · · · · · · · · · · ·	
3.	Describe Emergency Scene Management when dealing with sick and injured	
	patients, including your own safety.	
4.	Explain the procedure to hand over the scene to an adult qualified first aider or trained professional.	
5.	Discuss with the examiner the signs and symptoms of the following using a sample	
	history:	
	a) Shock.	
	b) Hypo and hyperglycaemia (low and high blood sugar).	
	c) Asthma.	
	d) Seizures.	
	e) Heart disease & stroke.	
6.	Identify the 3 types of bleeding. Demonstrate how to:	
	a) Stop severe bleeding.	
	b) How to deal with Sprains and fractures.	
7.	Describe the treatment of superficial, partial, and full thickness burns.	
8.	a) Have a good practical knowledge of CPR and be able to demonstrate the correct	
	procedures (using currently accepted lay person compression and ventilation	
	rates as well as Hands only CPR).	
	b) Assist someone who is choking.	
	c) Demonstrate how to put an unconscious person into the recovery position.	
9.	Explain how to transport an injured person and demonstrate two methods of doing	
	SO. ————————————————————————————————————	
10	. Demonstrate how you would deal with a spinal injury. Explain signs and symptoms of concussion.	
11	. Assemble your own personal first aid kit and know how to use everything in it.	
	. As part of a team of at least three other scouts and using your personal first aid	
	kit, take part in two simulated incidents set by the examiner. The incidents should	
	also revise first aid at Traveller and Discoverer levels.	
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fitness

Name:



Requirement	:s					Passed
1. After a t	en-minute warr	n up, complet	e the followin	g endurance a	and stamina	
exercises	in the given tim	e for your age.				
AGE	1	.1	1	.2		13
	Male	Female	Male	Female	Male	Female
Merit	5 m 20 s	5 m 25 s	5 m 10 s	5 m 15 s	5 m 00 s	5 m 05 s
Standard	6 m 00 s	6 m 05 s	5 m 50 s	5 m 55 s	5 m 40 s	5 m 45 s
 a) 12 Front lying, trunk raises (hypers) - Over a bench or other support. Hand position as for curlups. Stop at horizontal position. b) 20 Curlups (sit-ups) - Partner grasps ankles, legs must be bent to 90°, fingers 						
•						
	behind neck, ch	•		-	must return	
to the	floor each time.	Incorrect curl	up does not co	unt.		
c) 22 Pus	shups - Chest m	ust touch clenc	hed fist of part	ner. Incorrect p	oushup does	
not co	unt.					
d) 20 Bio (sandl	ceps curls - Sta	nding in half s	squat position	lifting 10% of	body mass	
	tical jumps - to	reach a point 2	25 cm above a	rm's lenath.		
		•			f hody mass	
f) 20 Lateral arm raises - Standing in half squat position lifting 10% of body mass (sandbags). Lift elbows laterally to 90°.						
g) 5 square shuttle runs - Mark out a square of 5 metres along each side. Each						
compl	eted circuit cour	nts as one.				
•	ttle runs of 25 m		wo beacons 25	m apart. Each	turn around	
	on counts as on					
	ne importance o hysically fit in la	•	•) in keeping	
3. Participat	e in an outdoor	cross-country r	ace of at least	3 km in length		
1. Achieve tl	ne given standaı	rd for your age	group in the fo	ollowing activiti	es:	
\GE	1	.1	1	.2		13
	Male	Female	Male	Female	Male	Female
0 METRE SPRI	NT (time in second	ds to nearest ten	th of a second)			
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
800 METRE RUN	IS (time in minute	s and seconds)				
Merit	2m47s	2m57s	2m42s	2m53s	2m31s	2m48s
Standard	2m53s	3m11s	2m48s	3m06s	2m44s	3m02s

03/94 08/20v1 Badge Awarded

food for life - silver

Name:



Re	quirements	Passed
1.	Completion of the Food for Life - Starter Scoutcraft Badge is a prerequisite for this	
	badge.	
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	
	vegetables should be different from Food for Life – Starter or number 1 above).	
3.	Make and maintain a compost heap and use it for your second crop.	
4.	Explain how to care for your crops.	
5.	Name three insects or diseases that may attack your vegetables and 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.	

03/10 08/20v1 Badge Awarded	
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food for life - starter



Note: Container gardening is also acceptable

Re	quirements	Passed
1.	If the Scout held the Food for Life Starter badge as Cub, he/she needs to do the following:	
	a) Explain the contents of the badge to the examiner; and	
	b) Demonstrate one of the requirements.	
	OR	
	Explain what the best place and size for a food garden are.	
2.	Obtain or make garden tools and explain how to use and look after them (rake,	
	spade and watering can).	
3.	Prepare the soil, including mulching.	
4.	Sow seeds or plant seedlings.	
5.	Explain how to use water sparingly.	
6.	Harvest one vegetable or fruit.	
7.	Explain why vegetables and fruit should be eaten (nutrition).	

03/08 08/20v1	Badge Awarded	

geocaching Name:



Re	quirements	Passed
1.		
	"Geocaching handle" on the site.	
2.	Explain the following terms used in geocaching - waypoint, log, cache, accuracy,	
	difficulty and terrain ratings, attributes, trackable. Choose any additional five	
	terms or acronyms used in the game and explain their meaning.	
3.	Show that you know about the Global Positioning System (GPS) by explaining:	
	a) How it works	
	b) The ownership and control of the system	
	c) How its benefits society	
	d) What factors affect its accuracy?	
4.	Discuss and explain the following.	
	a) Why you should never bury a cache.	
	b) How to use proper geocaching etiquette when hiding or seeking a cache, and	
	how to properly hide, post, and maintain a geocache.	
	c) How to apply the principles of "Leave No Trace" when geocaching.	
5.	Explain the most likely hazards you may encounter while participating in	
	geocaching activities and what you should do to anticipate, prevent, mitigate, and	
	respond to these hazards. Discuss how to properly plan for a geocaching activity,	
	including using the buddy system, sharing your plan with others, and considering	
	the weather, route, and proper attire.	
6.	Accompanied by either your Patrol or by an adult, find and log at least 15	
	geocaches over a period of no more than 3 months. Of the cache finds, there	
	should be at least 1 Multi-Cache and 1 Mystery or Puzzle Cache.	

08/20 08/20v1	Badge Awarded	d
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heritage

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Requirements	Passed
-	
Explain to the examiner what UNESCO defines as heritage, give examined different heritage types.	Tiples of
different heritage types.	vya haan
2. Provide evidence of your visit to at least TWO of the following sites that ha	ave been
declared a:	
a) World heritage site.	
b) National heritage site.	
c) Provincial heritage site.	
3. Explain to the examiner why the sites visited have the status of heritage s	sites
4. Explain to the examiner why it is important to protect heritage and what	at would
happen to heritage sites and heritage items if there were no laws in place to	protect
them.	
5. Learn the history and heritage of Scouting in South Africa and your Scou	t Troop.
Then retell the history to your examiner explaining why your Troop has a	different
heritage to other Scout Troops in your Area.	
6. Contact an old member of your Troop and talk to them about their time	with the
Troop.	
7. Do the following	
a) Explore the cultural heritage of two non-family members (where the	ir family
come from, language(s) they speak, cultural background, and the w	vay they
interact with their culture).	
b) Ask them to bring a cultural heritage item to a Scout meeting and disc	uss with
your patrol the significance of their heritage item.	
c) Report back to the examiner:	
i. What you have learnt about their different cultural heritage.	
ii. How you can best protect your cultural heritage.	
8. Explain to the examiner why it is important for South Africans to acknowled	lge each
other's cultural heritage and celebrate it on Heritage Day.	.90 000.1
one, o calcular heritage and celebrate it on heritage Bay.	

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Name:



Note: On completion of this badge a scout should be able to competently undertake day and overnight hikes under the guidance of an adult. This badge is aimed at ensuring that hikes are enjoyable for a scout.

Re	quirements	Passed
1.	Explain to your examiner:	
	a) How you would properly select, and fit footwear used for hiking.	
	b) The clothing you might select for a day and overnight hike in both summer	
	and winter (including rain).	
	c) The concept of layering and how it applies to what clothing you pack for a day	
	or overnight hike.	
	d) How you would select a rucksack for a day and overnight hike.	
	e) The different types of filling used in sleeping bags and the characteristics and	
	uses of each type.	
2.	Explain to your examiner:	
	a) The different types of food which can be taken on a hike and the advantages	
	and disadvantages of each.	
	b) The importance of water in hiking and how much water you would take on	
	different hikes.	
	c) Draft a menu including quantity and cost for yourself on an overnight hike.	
	Discuss the menu with your examiner.	
3.	Discuss with your examiner how you would ensure that you leave no trace when	
	hiking.	
4.	a) Explain to your examiner the symptoms and treatment of hyperthermia and	
	hypothermia.	
	b) Demonstrate how you would attract attention by sound and vision.	
	c) Show your examiner the contents of your hiking emergency kit and explain	
	the use of each items.	
5.	Explain what permission is required before setting out on a hike (permits, parent	
-	consent etc) and the correct procedure when crossing private property.	
о.	a) Demonstrate to your examiner that you are able to orientate a map by natural features.	
	b) Demonstrate your understanding of contour lines on a map by drawing a	
	profile of contours on a map.	
	c) Discuss hiking speed with your examiner over flat and mountainous terrain.	
	d) Assess the hiking time for 2 hiking trails set by your examiner and explain	
	how you assessed the hiking time.	
7.	Put the above knowledge into action by completing four hikes of which at least:	
•	a) Two hikes may be day hikes of a minimum of 10 kms each and may include	
	patrol hikes.	
	b) Two hikes must be overnight hikes of at least 20 kms under the control of an	
	adult leader.	
	Report back verbally or in writing on each hike to your examiner.	

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hobbies

Name:



Re	quirements	Passed
1.	Know the safety rules relating to the hobby (if applicable) and present the rules to	
	your Scouter.	
2.	Show a continuing interest in your chosen hobby, interest, or activity for four	
	months and present evidence of your involvement in your hobby to your Scouter.	
3.	Show your Scouter or your Patrol, how you pursue your hobby, interest, or activity.	
	Show what equipment, materials, and background information you have used.	
	OR	
	If your hobby includes collecting or items:	
	a) Make a collection or study of objects for at least four months. You could collect	
	books or magazines, cards, coins, figurines, films, key rings, paper money, postcards, stamps or similar.	
	b) Show how you have chosen to display and store your collection and explain to your Scouter the reasons for doing this.	
	c) Talk to your Patrol Leader or your Troop about the collection or study you chose. Explain why you chose your objects and what you like about them.	
4.	Discuss with your examiner how you plan to develop their hobby, interest, or skill	
	in the future	

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home carer

Name:



Red	quirements	Passed
1.	Pass or have passed the requirements of the First Aid Scoutcraft Badge.	
2.	Demonstrate your knowledge about the need to wash your hands and understand	
	how to keep healthy and clear of infection.	
3.	Demonstrate how to:	
	a) Prepare and ventilate (air) a sick room.	
	b) Change a bed with a patient in the bed.	
	c) Take temperature, pulse, and respiration.	
	d) Prop up a patient in bed and make the patient comfortable in a sitting position.	
4.	Explain what to check before assisting a patient to take their medication and know	
	the necessary precautions to be taken in the handling and storage of drugs and	
	medicines.	
5.	Show your knowledge of bedsores and their causes.	
6.	Demonstrate how to:	
	a) Bed-bath a patient.	
	b) Brushing a patient's teeth.	
	c) Keeping the mouth clean.	
	d) Shaving.	
	e) Brushing hair and making it tidy.	
	f) Cutting nails.	
7.	Complete ONE of the following:	
	Friend to the Blind:	
	a) Know the best way to Guiding and helping a blind person.	
	b) Know what organisation/amenities cater for the blind.	
	c) Prove that you have used your knowledge in the service of others.	
	Friend to the Deaf:	
	a) Be able to use the manual alphabet and know when it is possible to use this	
	method.	
	b) Understand the importance of lip reading and the correct position to adopt in	
	order to give the lip reader the best chance of reading lips.	
	c) Understand how sound is normally heard and know the functions of the three	
	part of the ear.	
	d) Prove that you have used your knowledge in the service of others.	
	Friend to the Disabled:	
	a) Know a little about the national council for the handicapped, where they are	
	located and how to contact them.	
	b) Visit a local home and know the type of handicapped person for whom it caters.	
	c) Know how to handle an epileptic or similar fit.	
	d) Know the general precautions to be taken when dealing with this type of	
	person. a) Under supervision, help with a handicapped person and show that you	
	e) Under supervision, help with a handicapped person and show that you understand their needs.	
	f) Know why handicapped people should be stimulated. Describe the stimulation programme of the person they/you are assisting	
8.	Complete ONE of the following:	
	Baby Care	
	a) Spend time with an infant (under the age two). Watch the child carefully and	
	keep a record of your discoveries.	

- b) Find out what immunisations are necessary for children and why.
- c) Demonstrate that you know how to hold, feed and drees an infant.
- d) Be able to change a nappy and understand the important of cleanliness, the dangers of nappy rash etc.
- e) Prepare a meal/snack or bottle of formula for an infant. Understand the danger of diarrhoea and how to prevent dehydration in infants.
- f) Explain what toys are suitable for the particular age of the infant you are working with.
- g) Decide what you would need if you were taking an infant on an all-day outing. Explain why you would include each item.
- h) Know how to do CPR for babies

Childcare (Children aged 3 - 5)

Part One:

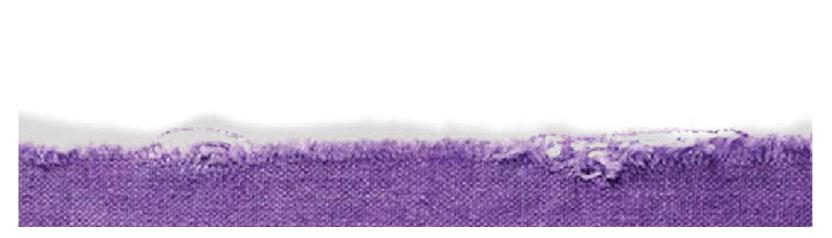
- a) Know how a child should be clothed in summer and winter.
- b) Know what food is suitable for him/her.
- c) Know what kind of play materials should be given.
- d) Plan a day recognising the important or regular routine.
- e) Know how to prevent accidents in the home and garden and around water

Part Two:

Take charge of a child or small group of children for part of a day under the supervision of an adult. This should include:

- a) Helping them to wash before a meal and serving a meal; or putting them to bed.
- b) Setting out suitable material for play and watching them play joining in if a child requires it.
- c) Tell a story to them.
- d) Know how to deal with chocking and CPR for children

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map reading

Name:



Re	quirements	Passed
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.	
2.	5	
	each of these, both on a map and on the ground:	
	a) True North.	
	b) Grid North.	
	c) Magnetic North.	
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.	
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.	
	b) Carry out an exercise in the field to determine your position on a map by the	
	resection method using back bearings.	
	c) Use a magnetic compass to follow a compass trail of about one kilometre in	
	length, consisting of seven or eight distances and bearings (both True and	
_	Magnetic).	
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	
	(Representative 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.	
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	
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Re	quirements	Passed
1.	Pass or have passed the requirements of the Watermanship Scoutcraft Badge.	
2.	Demonstrate how to load a pulling boat with stores and personnel, and how to	
	trim the boat correctly.	
3.	Explain the following:	
	a) Safety rules applicable to boating in your area.	
	b) The International Rules of the Road concerning right of way of power boats,	
	Oarsman boats, canoes, and boats under sail.	
	c) Rules applicable to personal buoyancy.	
	d) How and why you would check the boat for buoyancy.	
4.	Discuss the signs of approaching bad weather as well as fine weather for your	
	area.	
5.	Understand and demonstrate the resuscitation of the apparently drowned.	
6.	Demonstrate:	
	a) The following knots:	
	i. Anchor Bend (Fisherman Bend).	
	ii. Water Bowline.	
	iii. Rolling Hitch.	
	iv. Sheet bend	
	v. Double Sheet bend	
	vi. Carrick Bend.	
	b) How to prevent a synthetic rope from fraying.	
7.	Name all the parts of a pulling boat, oars, and rudder.	
8.	On land, cast a heaving line at least 8 metres to fall within 2 markers spaced 2	
	metres apart.	
9.	Using a gig or similar craft row at least 100 metres double banked, turn the craft	
	as directed and row back. A coxswain may keep the boat straight	
10.	Log at least 3 hours of pulling. The log must be certified by your Troop Scouter	

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observation

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Re	quirements	Passed
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.	
2.	Blindfolded, correctly identify 8 out of 10 simple sounds by hearing only.	
3.	Blindfolded, identify 8 out of 10 common substances by smell only.	
4.	Blindfolded, identify 12 out of 15 common articles by touch only.	
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.	
6.	Correctly identify the following cloud formations (from pictures where natural	
	examples are not available), and explain the weather associated with each:	
	a) Cumulus.	
	b) Cumulo-nimbus.	
	c) Cirrus.	
	d) Nimbo-stratus.	
	e) Strato-cumulus.	
	f) Alto stratus.	
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.	
8.	Correctly identify 10 different makes or models of cars on the road	
	OR	
	Correctly identify 10 different types of trees	
	OR	
	Correctly identify 10 different types of leaves	
	Correctly identity 10 different types of leaves	
	OR	
	Correctly identify 10 different types of insects.	
	OR	
	Correctly identify 10 different types of birds in the outdoors.	

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patrol activities

name:	N	a	m	e	
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Re	quirements	Passed
1.	Be a faithful member of your Patrol.	
2.	Explain the Patrol System.	
3.	Show a knowledge of your Patrol name.	
4.	Take part in three meetings of the Patrol-in-Council.	
5.	Take part in a Patrol Good Turn.	
6.	Complete FIVE of the following activities:	
	a) Take part in an indoor Patrol Meeting.	
	b) Take part in an outdoor Patrol Meeting.	
	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).	
	d) Take part in a Patrol exchange with another Troop or Guide Company.	
	e) Take part in a short Patrol camp (for minimum of 2 nights).	
	f) Take part in a Patrol expedition (over 1 weekend).	
	g) Gain one advancement badge.	
	h) Any other Patrol activity of a similar nature and level of achievement as agreed	
	with the Court of Honour.	
7.	Hold a Position of responsibility in your Patrol for at least one year (for example,	
	Quartermaster or Scribe).	

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Note: Refer to the SCOUTS South Africa Pioneering Manual for more information and assistance for this badge.

Re	quirements	Passed
1.	Whip the ends of 3 ropes using the following and know on what types of ropes each whipping is best suited: a) West country whipping. b) Sailmakers whipping. c) Simple whipping.	
2.		
3.	Tie the following knots in nylon filament (fishing line): a) Blood knot. b) Fisherman's surgeon knot.	
4.	Make the following lashings with a high degree of efficiency, and know the uses of each: a) Square lashing. b) Diagonal lashing. c) Figure-of-eight lashing. d) Round lashing. e) Sheer lashing.	
5.	Make the following splices in a rope with a diameter of at least 12 mm: a) Back splice. b) Eye splice. c) Docker's splice. d) Short splice.	
6.	Construct two of the following projects, working on your own: a) Camp table or dresser using lashings. b) Flagpole at least 5m high using round lashings. c) Model bridge (monkey bridge or trestle bridge). d) Raft to carry two persons. Demonstrate it on water. e) Scout transporter or Haymaker Bridge. f) Or another project approved by the examiner.	

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religion & life

name:	N	a	m	e:	
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Christian Requirements

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

some person appointed by their religious body.			
Re	quirements	Passed	
1.	Be able to pass the tests for the Cub Religion & Life Badge		
2.	Scripture Knowledge: Locate in the relevant text in your own Bible and explain two		
	stories ONE from each of the Sections A and B:		
	A. Moses; Samuel; Gideon.		
	B. Jesus calling his Disciples; Healing of the Centurion's.		
3.	Practice:		
	a) Regularly attend Sunday School or your place of worship.		
	b) Give Thanks (Say Grace).		
4.	Understanding:		
	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 Testament.		
	State the number of books in each.		
5.	General: Answer questions relating to your religious order and procedures at the		
	discretion of the Examiner, who will bear in mind your age.		
2ء	wish Requirements		

Jewish Requirements

Note: The Examiner must either be a Rabbi / Synagogue Leader of the religious body to which the Scout belongs, or some person appointed by their religious body.

Re	quirements	Passed
1.	Recite the 10 Commandments and explain their meaning.	
2.	Read in Hebrew - V'Ahavta, Avat, Kiddush.	
3.	Maintain regular attendance at Synagogue services (Friday evening and Saturday morning) for at least six months.	
4.	Read and interpret Friday evening and Saturday morning services.	
5.	Describe the work of at least 3 charitable organisations to which you have contributed.	
6.	Give brief outline of Jewish history from division of the Kingdom down to Babylonian Exile.	
7.	Name the first 3 Kings of Israel and tell something about each.	
8.	Read a book of Jewish biography or history and tell about its contents.	

Muslim Requirements	
Note: The Examiner must either be an Imam / Mosque Leader of the	ne religious body to which the Scout
belongs, or some person appointed by their religious body.	
Requirements	Passed
1. Detailed explanation of principles of Islaam (Arkanul Islam).	
2. Read: Payamber - the Messenger. Three parts.	
3. Describe the work of three charitable Islamic organizations.	
4. Study of the Prophet Ebrahim.	
5. Study of Qur'anic verses with regard to parents and the relevant	Ahadeeth.
6. Fard solaah to be observed.	
7. Regular attendance of a madrasah.	
8. Possess a translation Qur'aan (Yusuf Ali translation).	
Hindu Requirements	
Note: The Examiner must either be a Priest / Mandir Leader of the relig or some person appointed by their religious body.	ious body to which the Scout belongs,
Requirements	Passed
1. Chant the Mantras of the Ishwar Upasana and give their meaning	5.
2. Maintain regular attendance at religious services.	
3. Know the significance of:	
a) Rem Navami.	
b) Krishna Asthami.	
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.5. Study the lives of the following	
a) Swami Vivakananda.	
b) Swami Savananda.	
c) Swami Dayananda.	
d) Meera Bai.	
e) Thiruvalluvar.	
6. Read the contents of "The Elementary teachings of Hinduism" (A	/eda Nikatan Pub.)
7. Read and know Chapters two, three and four of the Bhagavad Git	э.
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Name:



Re	quirements	Passed
1.	Have passed the Watermanship Scoutcraft Badge.	
2.	Recognise 5 different types of sailing craft.	
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.	
4.	Know the signs of approaching bad weather as well as fine weather for your area.	
5.	Explain the following:	
	a) Safety rules applicable to boating in your area.	
	b) The International Rules of the Road concerning right of way of power boats,	
	Oarsman boats, canoes, and boats under sail.	
	c) Rules applicable to personal buoyancy.	
	d) Why and how you would check a boat for buoyancy.	
6.	Demonstrate the following knots:	
	a) Figure of eight knot.	
	b) Sheet Bend.	
	c) Double Sheet Bend.	
	d) Bowling.	
	e) Reef Knot.	
	f) Anchor Bend.	
	g) Round turn and two half hitches.	
	h) Rolling Hitch and Carrick Bend.	
	How to prevent synthetic ropes from fraying.	
8.	Demonstrate the following:	
	a) Rig a sailing boat and prepare for sailing.	
	b) After sailing, de-rig the boat.	
	c) The proper care and storage of equipment.	
	d) Rescue a conscious man from the water.	
	e) Discuss and carry out capsize drill.	
9.	Show that you are an efficient member of a sailing crew. Take the helm and sail	
	the boat on all points of sailing including getting under way, coming alongside, and	
	making fast.	
10.	Log at least 3 hours of sailing. The log must be certified by your Troop Scouter.	

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Note: Chose a sports discipline before completing the requirements of this badge.

Red	quirements	Passed
1.	Explain the rules governing the chosen sport.	
2.	Describe the levels of achievement within the chosen sport either locally,	
	nationally, or internationally.	
3.	Show knowledge of some of the personalities, champions or other experts within	
	the sport and explain how they might have inspired you.	
4.	Talk about the equipment required for the sport.	
5.	Describe a recent major event, championship, or landmark in the sport.	
6.	Explain how you follow the sport and how you keep up to date with developments.	

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survival

Na	m	e:
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Re	quirements	Passed
1.	Know the four main needs to be satisfied in a survival situation. Discuss:	
	a) The various ways in which these needs can be satisfied.	
	b) Discuss the useful items that could be included in your kit in case this type of	
	emergency should arise on an expedition.	
2.	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.	
3.	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.	
4.	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.	
5.	Demonstrate any method of rendering muddy water fit for human consumption.	
6.	Demonstrate two methods of finding true North during the day and two methods	
	at night, without the aid of a compass or map.	
7.	Recognise and identify three poisonous snakes in your area and know the	
	precautions to take to avoid being bitten by snakes.	

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swimming

Name:



Tes	st	Passed
1.	Swim 100 metres in any overarm or crawl style.	
2.	Swim 50 metres in clothes (shirt, shorts, and socks as minimum) and undress	
	in the water with the feet off the bottom.	
3.	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.	
4.	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.	
5.	Demonstrate, by means of 'clothing inflation', a method of remaining afloat	
	for three minutes.	
6.	Execute a reasonable dive into the water from the side of the pool.	
7.	In a swimming pool, 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.	

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03/94 Badge Awarded



watermanship

Name:



Requirements		Passed
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.	
2.	Explain how to be safe around water.	
3.	Understand and apply the buddy system.	
4.	Demonstrate how to wear and care for a Personal Floatation Device.	
5.	Board a canoe or river kayak (not a polo boat) in the correct way and paddle a	
	course of 200m defined by the examiner.	
6.	Act as crew for an older scout on a dinghy for at least 30 minutes.	
7.	Act as an oarsman on a pulling boat for at least 30 minutes	
8.	Demonstrate the following knots: Reef knot; Figure of 8 Knot	

03/94	Badge Awarded	
08/20v1	Dauge Awarded	

