

# TROOP MEMBERSHIP

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

1. Repeat from memory the Scout Promise and Law and, in accordance with your age, explain their meaning and how to carry them out.
2. Demonstrate correctly the Scout Salute, Scout Sign and the left handshake, and explain when each is used.
3. Know the Scout Motto.
4. Show a general knowledge of the life of the Founder, Lord Baden-Powell of Gilwell, and the spread of Scouting world-wide.
5. Sing or recite the national anthem and briefly describe its history, draw the South African flag and recognise the national animal, flower and coat of arms.
6. Show an understanding of your rights and responsibilities as a child and when to say "no"

## Be Safe Theme

Competencies	Clauses
<b>Level 1</b>	
Know how to keep yourself safe: <ol style="list-style-type: none"> <li>1. At a scout event</li> <li>2. In an Emergency situation</li> <li>3. In Water</li> </ol>	<ol style="list-style-type: none"> <li>1. With another Scout, stage a role-play that demonstrates the principle of the buddy system.</li> <li>2. i) Show that you can swim 50 m in any stroke and keep yourself afloat for 5 minutes using any method ii) Explain and demonstrate the components of the Reach, throw, row and go concept of assisting a swimmer in difficulty.</li> <li>3. Show how to help yourself in an emergency using two of the following methods of signalling: ground to air signals using body and panel methods; whistle signals, smoke signals, reflectors or cell phones</li> <li>4. Show that you know how to use a "fire extinguisher" of any sort.</li> </ol>
<b>Level 2</b>	
Demonstrate your ability to teach your patrol members to be safe: <ol style="list-style-type: none"> <li>1. at school or internet</li> <li>2. in their community</li> <li>3. in traffic</li> <li>4. at the scene of an accident</li> </ol>	<ol style="list-style-type: none"> <li>5. At a simulation staged by your Scouter demonstrate that you know how to help others at the scene of an emergency, including how to report fires, accidents and crimes to the relevant emergency service (this can be part of a first aid incident)</li> <li>6. Give an accurate account of an incident, either natural or staged, lasting at least 1 minute and involving at least 3 persons</li> <li>7. Research 2 accidents reported in the newspaper or community paper. Discuss their causes (as reported) and possible prevention strategies to prevent future accidents with your patrol</li> </ol>

<b>Level 3</b>	
Extend your own knowledge of this theme	<p>8) Take your patrol on a day outing to visit one of the emergency services involved in one of the events you researched in Level 2 point 7 of "Be Safe".</p> <p>9. Lead a discussion in your patrol on abuse and bullying at school or on the internet including how to protect younger scouts or friends from abuse</p> <p>10. Devise a safety checklist for your house or other building.</p> <p>a. After approval by your Troop Scouter, use that checklist to make an inspection of the building. Hazards that could be checked include: oil lamps; pressure stoves; Flannelette, silk, nylon, etc.; Christmas decorations; Plastics; Inflammable liquids; electrical outlets or appliances; Liquefied Petroleum Gas (LPG);</p> <p>b. Explain the hazards found, why they are hazards and how they can be corrected. Within the constraints of your ability and finances correct two of the hazards you have identified.</p>
<b>Level 4</b>	
Specialise in an area specific to this theme	<p>11. Pick a location at or near a traffic intersection at which you can observe and list safe and unsafe practices by 2 of the following:</p> <p>a) Motor vehicle drivers;  b) Pedestrians;  c) Bicycle riders;  d) Passengers (car, bus, train or aircraft)</p> <p>Discuss with your patrol, in the case of the unsafe practices, what the correct conduct should have been.</p> <p>12. Earn one of the following Core badges:</p> <p>1. Disaster Management  2. Wilderness rescue  3. Civil defence  4. Urban rescue  5. General rescue</p>

## Living Outdoors Theme

Competencies	Clauses
<b>Level 1</b>	
Learn the skills of living outdoors for: Shelter Cooking Equipment care	<p>1. Go on 2 patrol camps and 1 troop camp</p> <p>2. During these camps show your TS or PL that you have the skills to do the following:</p> <p>a. pitch and strike a tent or other communal shelter  b. Using only natural materials, build a shelter for yourself, make a bed on the ground and sleep there for one night. The shelter should include a 2m rope you have made yourself. In constructing your shelter you should use the following knots: a round turn and 2 half hitches, a sheet bend, a clove hitch and a square lashing.</p>

	<p>c. Lay and light a fire and cook a simple meal from raw ingredients for yourself. Explain the dangers of fires and the necessary precautions to prevent an accident.</p> <p>d. Start a fire without a lighter or matches</p> <p>e. Use a kit list to check and pack your personal kit.</p> <p>f. While on a camp, maintain personal hygiene and explain the need for it.</p> <p>g. Assist in the construction of a Patrol campsite.</p> <p>3. Demonstrate that you know how to safely use and care for the camping equipment that your troop uses. This includes tents, axes or saws, gas equipment and cooking equipment.</p>
<b>Level 2</b>	
Lead a patrol in a camp and observation of nature	<p>4. Produce a scale drawing or a model of a standing Patrol campsite, making use of the equipment available in your Troop, and explain reasons for the layout.</p> <p>5. Assist your Scouter or Patrol Leader in the planning of, either all logistics, first aid or meals and food shopping, for a troop or patrol camp as well as assisting in the training of younger scouts on the camp.</p>
<b>Level 3</b>	
Develop your skills in campcraft including backwoods camping Assist in planning a troop camp	<p>6. Plan and run an overnight camp for at least three younger scouts away from your troop meeting place within the limits of your equipment. During the course of the camps show that you can train younger scouts in the following:</p> <p>a. camp layout, setting up camp, proper storage of equipment and personal kit, making camp gadgets, camp and personal hygiene and camp programme;</p> <p>b. cooking a balanced dinner in a backwoods style (without the use of pots or standard kitchen utensils)</p> <p>c. ways to find food, shelter, warmth, clean and safe water while in the outdoors</p> <p>d. Baking a loaf of bread over a fire</p> <p>e. ways to stalk and track animals including the use of camouflage. This training should include the solving of a tracking story set by you.</p> <p>f. Undertake an activity involving nature observation. This could include: how to find animals by visiting a waterhole, beach or place where spoor or footprints are evident, making negative or positive castings/sketches/photos of a variety of impressions and identify the animals involved, developing a bird or animal list from the spoor prints or observing the changes in bird and animal life at three different times in one day</p> <p>7. Be able to explain the importance of conserving wood resources by building and demonstrating the successful use of two of the following:</p> <p>a) Hay box or wonder box, b) Reflector oven. c) Solar box</p> <p>d) Conservation wood stove, e) camp fridge, f) Solar water heater for showers, g) solar water sterilizer or h)</p>

	<p>similar device.</p> <p>8. Earn one of these Interest badges: Ornithologist, Cooks, Veldcraft, weatherman, woodcraftsman, backwoodsman, camp quartermaster, Water biologist</p>
<b>Level 4</b>	
<p>Skilled at cooking over fire Plan and lead a troop camp</p>	<p>9. Lead your Patrol in planning, cooking and serving a three-course hot meal in camp to at least six people including a guest who will be your examiner. The meal must be cooked from raw ingredients and cooked on an open fire. Demonstrate an understanding of the essential components of a balanced and healthy diet and explain how your meal meets these criteria.</p> <p>10. Demonstrate your organisational and leadership skills by planning, organising and conducting a camp for at least two Patrols (which may be from another troop) of at least two nights, meeting the following requirements:</p> <ul style="list-style-type: none"> <li>a) the candidate may lead neither Patrol on the camp;</li> <li>b) an adult may be present only if necessary but cannot undertake any organisational role in the camp;</li> <li>c) it must be held away from the Scout meeting place;</li> <li>d) it must facilitate the training of younger Scouts, delegating duties to them where appropriate;</li> <li>e) you must evaluate the camp and write a log for your troop log book or website</li> </ul>

## Getting Around Theme

Competencies	Clauses
<b>Level 1</b>	
<p>I know how maps work I have been on an expedition</p>	<p>1. Draw a simple accurate map, using traditional mapping symbols, and a map scale showing the presence of significant features around your scout meeting place / home for at least 2km in each direction.</p> <ul style="list-style-type: none"> <li>a) Orientate the map to north</li> <li>b) Be able to direct someone to two of these places.</li> </ul> <p>These directions should preferably use compass bearings but must use correct distances.</p> <p>2. Demonstrate how to find North without a compass as well as with a compass or improvised compass</p> <p>3. Participate in one day and one overnight patrol expedition of at least 10 km in distance. Keep a record of these expeditions in your personal record book – each activity log to be one page.</p> <ul style="list-style-type: none"> <li>a. The expedition can take place on land, or water.</li> <li>b. Scouts can either walk or use any form of self-propelled transportation.</li> <li>c. On one of these expeditions take a map of the area you are travelling in and point out key features of your surroundings on the map to your PL or TS.</li> </ul>

<b>Level 2</b>	
<p>I have advanced my own mapping skills and can teach mapping skills I have led scouts on a short expedition</p>	<p>5. Complete one of the following Scoutcraft badges: Mapping, (sea) (Air) or Guide</p> <p>7. Plan and run a day expedition for your patrol which fulfils at least one of the following criteria:            To somewhere unusual            Using an unusual mode of transport            To raise money for a charity            To research a subject of your choice        Write a 5 page log, submit to your TS for approval and then add to your patrol and personal log book</p>
<b>Level 3</b>	
<p>I have extended my knowledge on a variety of expeditions</p>	<p>4. Plan and take your patrol on an expedition which is a hike /walking / sailing expedition of at least 20 km (or equivalent) which needs to run over two days, having an overnight component. Afterwards write a simple log report of a minimum of 10 pages to include in your personal log book</p> <p>6. Plan and run a training exercise for at least three younger scouts on a range of mapping skills</p> <p>8. Complete one of the following Interest badges: Mapping, (sea) (Air) or Guide</p>
<b>Level 4</b>	
<p>Lead scouts on an extended expedition</p>	<p>9. From an elevated area draw a sketch map using plane tabling of an outdoor site. Devise and run a wide game based on the map for your troop. The game should involve 10 bearings or 10 orienteering points.</p> <p>10. With the prior approval of the RTC Scout Programme or their appointed nominee, plan and lead a three-day two-night expedition over a route you have not covered before. The route should be at least 30 km if walking, and 60 km if using any other mode of transport.            Your group must comprise at least four scouts including yourself, the others being Level 2 or below            Your route must be planned on a 1:50 000 map or equivalent.            Submit a written log to your scouter within four weeks of the expedition giving a detailed description of route, directions and landmarks. The log should be sufficiently detailed to allow someone else to easily follow your route.</p>

## Skills Theme

Competencies	Clauses
<b>Level 1</b>	
I have learnt the basics of a few skills	1. Complete the First Aid Scoutcraft badge 2. Complete at least 2 of the following Scoutcraft badges: a. Pioneering b. Construction: handyman Scoutcraft badge c. Boating: watermanship d. Flying: airmanship e. Climbing f. Food for life: the starter level g. Cooking
<b>Level 2</b>	
I am competent at one skill	3. Complete the first aid interest badge 4. Complete one interest badge in one of the Skills sets from Level 1
<b>Level 3</b>	
I have broadened my knowledge to two skill sets	5. Complete one of the following: a. Wilderness basic life support badge b. Public Health Badge c. Level 2 first aid certificate from a recognised provider d. Urban basic life support badge e. Sports injury management badge 6. Complete a second interest badge in the Skills set from level 1
<b>Level 4</b>	
I have run a project showing my advanced skills in one skill	7. As a leader and member of a team of at least three other scouts deal with four First Aid incidents staged by the examiner to demonstrate the following: a) Triage management b) Leadership skills at an accident scene Incidents should cover the following: Two incidents should have multiple injured persons Severe bleeding Improvised bandages and splints including a suspected spinal and head injury  8. Complete one of the following in your chosen skill set: a. Pioneering - build an appropriately scaled model (1:10 or 1:20) of a proposed pioneering project that you have not built before, train Scouts and lead them in the building of the project. The project should be the one you have not built before and should either have moving parts or a new design.  b. Construction – build an appropriately scaled model (1:10 or 1:20) of a proposed permanent construction project, train Scouts and lead them in the building of the project. OR undertake a project under supervision from a certified electrician or plumber.

	<p>c. Boating – fulfil the obligations for the quartermaster of your boat store for at least one term. During this period you should repair at least four boats of two different types OR train younger scouts on boating skills during a regional boating event where you lead the team.</p> <p>d. Flying. Air mechanic badge (or something else – to be advised by Air scouts).</p> <p>e. Climbing: Demonstrate that you are able to lead a climb on sport or traditional grade 12, tie off correctly at the top and lead belay.</p> <p>f. Food for life: Gold level</p> <p>g. Plan and run a regional / group formal banquet for a particular occasion for at least 20 people.</p>
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## Service Theme

Competencies	Clauses
<b>Level 1</b>	
<p>Participate in service projects run by your troop members</p> <p>Be aware of the three different types of service opportunities</p>	<p>1. Be an active member of your troop service activities and spend at least 20 hours participating in them</p> <p>2. Environmental.</p> <p style="padding-left: 20px;">a. explain the reason for the Outdoor code</p> <p style="padding-left: 20px;">b. Complete one of the following (or other suitable project as approved by TS or PL) for at least 10 hours over one month:</p> <p style="padding-left: 40px;">i) Construct a bird feeder and document the birds that you see</p> <p style="padding-left: 40px;">ii) Clean up litter at your school or other public area</p> <p style="padding-left: 40px;">iii) Assist at a local animal shelter</p> <p style="padding-left: 40px;">iv) Clear alien vegetation</p> <p style="padding-left: 40px;">v) Participate in a recycling project</p> <p>3. Movement service:</p> <p style="padding-left: 20px;">a. Recruit two friends to visit to a troop meeting or troop activity</p> <p style="padding-left: 20px;">b. participate in a patrol activity where you wear your uniform for an event in a public place.</p>
<b>Level 2</b>	
<p>Get your patrol involved in service projects</p>	<p>6. Identify an outdoor environmental service project to improve the quality of the environment in your community. The total project should take ten hours. Lead your patrol in meeting this need.</p> <p>7. participate in a wide game or similar activity in a public area.</p> <p>8. Give 15 hours of service over 6 months to a recognised service organisation e.g. SPCA, FORA, WWF etc.</p>

<b>Level 3</b>	
Get involved in service	<p>4. Movement – complete one of the following or a similar event approved by your Troop Scouter and Court of Honour :</p> <p>i) earn cub instructors badge, ii) recruit two new scouts or cubs, iii) assist two new scouts to complete the requirements for troop membership iv) organise a recruitment drive or scout marketing event.</p> <p>5. Plan and run a people-based_community project. Spend at least 20 hours over at least one month with your patrol in meeting the need. These may include one of the following or another project approved by your Troop Scouter:</p> <p>Caring for a sick person (this could include doing the shopping and mowing the grass for example), Helping at an old age or children’s home, Helping prepare a food garden, Helping younger children who are disadvantaged or who have disabilities with reading or homework (or other ongoing activity),</p> <p>9. Give a presentation to your troop on a National or International wildlife / environment agency that has branches in South Africa. Discuss one of their local projects and how scouts could get involved.</p>
<b>Level 4</b>	
Run service projects and be able to report back on them	<p>10. Movement: give a presentation on scouting and what you have learned during your time in Scouts to a non-scouting audience as well as your troop or AGM (scouting audience). The presentation should include the service projects in which you have participated / run</p> <p>11. Do one of the following:</p> <p>a. Identify a need in the community – either to the movement, community or environment. With the prior approval of the RTC Scout Programme or their nominee, plan a solution and lead a Patrol in meeting the need. The total Service Project is to involve at least 50 hours involvement by the candidate. Write a log of the event.</p> <p>b. Earn the service challenge award</p>

## Personal Development Theme

Competencies	Clauses
<b>Level 1</b>	
<p>I know how the scout movement works</p> <p>I am starting my leadership training</p> <p>I look after my body, mind and soul</p>	<p>1. Keep a personal record book of scout events that you attend for six months. This should include at least 5 entries.</p> <p>2. Conduct the troop flag ceremony and give the opening and closing prayer.</p> <p>3. Attend a campfire and participate in a campfire skit.</p>

	<p>4. Attend and participate in a scouts own.</p> <p>6. Take part in any sporting activity and give evidence that you have improved your physical ability. This could include your own personal exercise programme.</p> <p>7. Complete one of the following Scoutcraft badges:</p> <ol style="list-style-type: none"> <li>a. Patrol activity</li> <li>b. Religion and life</li> <li>c. a hobby badge (from list)</li> <li>d. A vocational badge( from list)</li> </ol> <p>8. Attend a basic leadership course (LDC1)</p> <p>9. After you have completed all six theme badges at this level have a PGA with your Troop Scouter before progressing to the next level</p>
<b>Level 2</b>	
I have advanced my leadership training	<p>5. Explain the use and reason for the patrol structure in the scouting movement as well as those of the group, district and region where applicable. Participate in a patrol in council meeting</p> <p>10. Research a local / national / international leader and in the form of a five minute yarn describe how their leadership improved their community Contribute to or look after your patrol log book / blog for at least a term. This should include entering at least four events</p> <p>11. Show your own growth in leadership by:</p> <ol style="list-style-type: none"> <li>a. Attending three court of honour meetings as a guest if not already a COH member and explain the functions of both the PIC and COH to your Troop Scouter.</li> <li>d. Attend a recognised leadership training programme – either run by your school or within the scouting movement. The event should fulfil criteria for LDC2</li> <li>e. Assist in planning a scout’s own and help run it on a patrol camp.</li> <li>f. Lead a song or other activity at a scout campfire</li> </ol> <p>16. Obtain one physical activity interest badge</p> <p>12. After you have completed all six theme badges at this level have a PGA with your Troop Scouter before progressing to the next level</p>
<b>Level 3</b>	
I maintain my own health I know how patrol leadership works	<p>11. Show your own growth in leadership by:</p> <ol style="list-style-type: none"> <li>a. Plan and lead a friendship activity with a patrol from another troop</li> <li>c. Discuss with your patrol the concept of succession planning. After</li> </ol>

	<p>approval from your Troop Scouter or COH develop and implement  a plan to mentor the next scout in line to you.  g. Lead a Patrol in crossing at least 3 outdoor obstacles, pre-determined by your Scouter, in which you have to plan the method and gather the necessary resources. At least one is to be a rescue involving the use of First Aid.</p> <p>13a. Contribute to or maintain the patrol /troop log book or blog for a term. This should include at least 5 entries  OR  13b. Set up and man a static public display on scouting in your troop for 2 days.</p> <p>14. On your own or with other scouts, plan and lead a campfire.</p> <p>15. Attend a PLTC course</p> <p>17. After you have completed all six theme badges at this level have a PGA with your Troop Scouter before progressing to the next level</p>
<b>Level 4</b>	
I have become a leader of scouts	<p>18. Attend six Court of Honour meetings as a guest if not already a member of the CoH. Hold a position of scribe or chairman for at least a term either at the COH or PIC. Assist with and document succession planning and goal setting within the troop or your patrol.</p> <p>19. Know how to apply for, and if possible, apply for your learners licence, your ID book, a registration on the national voter's roll and a bank account. Undertake at least two days of job shadowing.</p> <p>20. Plan and run a scout's own for your troop or district delegating tasks as appropriate.</p> <p>21. Demonstrate your respect for others by doing one of each of section 1 and 2 below:  1 a. interview / go to a meal with someone who practices a different religion to you after getting approval from your Troop Scouter. Report on what you learnt to your patrol or troop.  1b. Leading your troop in a discussion / debate on a relevant local social issue such as differences in religion, gender or ethnicity.  2a. Constructing a handicap awareness trail for younger scouts to use.  2b. Take younger scouts on a visit to an organisation that works with disabled people-</p> <p>22.-After you have completed all six theme badges at this level have a PGA with your Troop Scouter to complete the Springbok application form for the panel interview.</p>

