

Chapter 11

1101 General

Advancement, Scoutcraft and Interest badges and Challenge Awards and insignia are obtained from Provincial HQ and issued to PSs, TSs and RSLs on the recommendation of the examiner as laid down in subsequent rules.

1102 Badge Examiners

1102.1 The requirements for Scoutcraft and Interest Badges must be passed to the satisfaction of either a Scouter or an independent and qualified examiner, as specified by the LA and Provincial C. LAs may in special circumstances be authorized by the Provincial C to grant the badges on activities other than those laid down, provided that the tests (a) are not easier than the requirements in The Cub Trail book and The Scout Badge Book, and (b) fulfil the same general purpose.

1102.2 Examiners should bear in mind that the standard of proficiency is not so much the quality of knowledge or skill as the amount of effort put into acquiring such knowledge or skill.

1103 Alternative Tests

Proposed alternative tests to suit each individual handicapped SCOUT must be submitted to Provincial HQ for approval by the Provincial C.

1104 The Cub Programme

The general scheme of the Cub programme is given below. It is designed to provide a progressive system of training, interesting and challenging to the Cub, and flexible enough to make provision for the interests of Cubs and local circumstances. The programme is in two parts: the Advancement Badges and Interest Badges.

1104.1 On joining the Pack all boys and girls must complete the Membership Badge, the requirements for which are:

- Know and practise the Cub Law.
- Know and practise the Cub Promise.
- Know the Cub motto.
- Demonstrate the left handshake and know when it is used.
- Demonstrate the Cub salute and know when it is used.
- Do the Grand Howl and know when it is used.
- Have heard the story of Lord Baden-Powell, and how Cubbing began, and the story of "Mowgli's brothers".

1104.2 Advancement Badges

After the Membership Badge there are four stages of Advancement Badges:

- The Cheetah Badge
- The Leopard Badge
- The Lion Badge
- The Leaping Wolf Badge

The requirements for each Badge are:

1104.2.1. The Cheetah Badge

The Outdoors:

1. Outdoors
 - a. As part of a Pack activity outdoors, show that you know and practise the Outdoor Code OR make a poster to tell others about the Outdoor Code.
 - b. Go on a nature ramble and
 - i. Listen to and identify sounds, and
 - ii. Look for and identify, if possible, some interesting natural objects.
2. Growing Things
 - a. Grow a seed (pea, bean, mealie or bulb) in a transparent container. When it is big enough plant it in soil, OR
 - c. Prepare a seed tray and plant seeds. When they are big enough plant them in a flowerbed or vegetable garden.
3. Going Places
 - a. With a Scouter, go out-of-doors and point out where the sun rises in the East, the path it travels, and where it sets.
 - b. Know the four main points of the compass and be able to point out and name correctly North, East, South and West in relation to the Pack meeting place.
 - c. Make a simple drawing of an object viewed from the side and top to illustrate the difference in shape.
4. Fire Lighting
 - a. Understand the dangers of fire.
 - b. Know the correct way to strike a match.
 - c. Make a fire outdoors and cook something over it.
5. Campfire Songs
 - a. Sing three Campfire songs with others.
6. Life Skills
 - a. Tying Things
 - b. Make and use the following knots correctly - reef and slip reef. Hang a short rope.
7. Kim's story
 - a. Know the story of Kim
 - b. Play TWO different Kim's Games using two of the five senses and succeed in identifying five out of ten objects, sounds or tastes in each one.
8. Helping ourselves and others
 - a. Do at least one good turn each day for someone at home and tell a Scouter what you did.
 - b. Demonstrate how to keep your shoes clean and explain what to do when they are wet.
 - c. Keep your room or living area tidy for at least one month.
 - d. Explain the dangers of talking to strangers.
9. Feats of skill
 - a. Throw a ball to somebody else and catch it again 8 times out of 10.
 - b. Be able to hop around a figure of eight, each loop with a diameter of about 4 metres, changing feet at the start of the second loop.
 - c. Sit, stand and walk correctly.
10. What time is it?
 - a. Show a Scouter that you know how to tell the time by a watch or clock to the nearest five minutes.

11. Be Creative
 - a. Greetings Card
 - b. Make and send a greetings card.
12. Nature Craft
 - a. Make an item using natural materials.
13. Service
 - a. Safety
 - b. Demonstrate safety on the road as a pedestrian and know the safety rules to follow when in or near water.
14. First Aid
 - a. Show how to treat a simple cut or graze.
 - b. Know how to summon adult help in the case of accidents.
 - c. Show how to maintain an open airway.
15. Conservation
 - a. Name three resources, which are important to conserve. Explain to a Pack Scouter how you can help to conserve them.
 - b. Name four things that can be re-cycled. Explain what the Pack can do to make others aware of the importance of re-cycling.
16. My Community: People and Places
 - a. Make contact with other Cubs, OR meet or visit someone who lives or works in your area and find out what he/she does to help the community.
 - b. Visit a place of interest in your community.
17. Flags and Countries
 - a. Behave correctly during flag ceremonies and during the singing of national anthems.
 - b. Learn the words of the national anthem and sing it together with other Cubs.
 - c. Draw and colour the South African flag correctly.
18. Greetings
 - a. Greet others in four out of the eleven official languages.
 - b. Learn two additional phrases in two languages other than your own.
 - c. Know how to answer the telephone politely and correctly in your home language.
19. Promise and Law. The Cub Prayer
Be able to say this Cub Prayer: "Teach me to keep my Promise, Lord, and help me to obey, and show me what my duty is to serve You day by day."
20. Promise and Law
Show that you are keeping your Promise and Law and that you have a growing understanding of your duty to God and your duty to your country.

1104.2.3. The Leopard Badge

The Outdoors

1. Living Things
Choose a living creature and find out what you can about it, OR Describe the uses of trees and adopt one for one month.
2. Plants
 - a. Make compost from unwanted vegetation.
 - b. Prepare a seedbed and plant flower seeds, OR Grow flowers in a container from seeds or bulbs.
3. Finding our way
 - a. Know the eight major points of the compass. Follow a simple trail of eight to ten moves to put your knowledge into practice.
 - b. Draw a simple map of your home or meeting place showing the different rooms and doorways.

4. Billycan Cooking
Make a billycan and use it to cook something.
5. The World Around You
 - a. Look at the world around you and tell a Scouter in the Pack what you have seen.
 - b. Identify two constellations and the Southern Cross.
 - c. Make a pinhole planetarium and show three constellations with it.
6. Life Skills: Knotting
Make and use the following knots - sheet bend, round turn and two half hitches, sheepshank.
7. Sensations
Play THREE different Kim's Games using three of the five senses and succeed in identifying twelve out of fifteen objects, sounds or tastes in each one.
8. Saying "NO" is "OK!"
Know and understand the importance of
 - a. Saying "NO" to any adult who wants to do something that makes you feel uncomfortable.
 - b. Knowing what to do when you are alone at home.
9. Strong and Healthy
 - a. Know and understand the importance of:
 - i. Good eating habits
 - ii. Personal hygiene
 - b. Keeping fit
 - i. Using a rope, skip 15 times forward, and 15 times backwards
 - ii. Climb a tree or a rope to a height of three metres
 - iii. Do TWO of the following: headstand, handstand, cartwheel, leapfrog over a boy of your own size.
10. Time
Show a Scouter that you can tell the time accurately to the nearest minute using a watch or clock OR Show a Scouter that you know what time to carry out important actions during the day e.g. starting your journey to school or the time to begin cooking in order to serve a meal at sunset.
11. Creative Expression: Junk Craft
Make a useful article from odds and ends
12. Entertaining
Participate in traditional dancing, a jungle dance or rhythmic body exercises.
13. Service First
 - a. Be aware of possible dangers at your home or Pack meeting place.
 - b. Be aware of the dangers of sunburn.
14. First Aid
 - a. Show how to treat burns, scalds, insect bites and stings, and how to remove splinters.
 - b. Make a simple emergency kit and know how to use it.
15. Service to Others
 - a. Make and serve a hot drink.
 - b. Plan and carry out a special Good Turn.
16. My Community: Interesting Places
Visit a place of interest in your community and tell the Pack about it.
17. Flags
 - a. Know all the parts of the flag.
 - b. Prepare, hoist, break, and lower a flag correctly.
 - c. Using a sheet bend, join the flag to the halyard.
18. Message
Carry a message and deliver it politely and correctly. OR Know how to make a telephone call and relay a message politely and correctly,

19. Promise and Law: Prayer

Find a prayer and read it at a Pack meeting or other Cubbing activity.

20. Promise and Law

- a. Show that you are keeping your Promise and Law and explain different ways you show appreciation of the love of God.
- b. Tell the story of someone who showed great faith.

1104.2.3. The Lion Badge

The Outdoors

1. Birds and Animals

Build a simple bird-feeding table and observe the birds that visit it for at least two weeks, OR care for an animal or living creature for one month.

2. Vegetable Growing

- a. Make or lay out a vegetable bed.
- b. Make a bottle garden and give as a gift to someone, OR make and care for a herb garden.

3. Compass and Mapping

- a. Know sixteen points of the compass. With or without a compass follow a simple compass trail based on these sixteen points.
- b. Explain at least six road map symbols, OR look at a street map and point out the nearest church, hospital, river, and sports field by their symbols.

4. Cooking

Lay and light a fire outdoors and cook a simple meal for yourself.

5. On the Trail

- a. Know how to make and recognise at least ten woodcraft signs.
- b. Follow a woodcraft trail where twenty of these signs are used.

6. Sunshine and Rain

- a. Heat water using solar energy.
- b. Make a simple rain gauge and measure rainfall.

7. Outdoor Safety

- a. Explain how to avoid getting lost in the veld.
- b. Demonstrate three ways of making distress signals.
- c. Demonstrate how to purify water.

8. Life Skills: Ropework

- a. Make and use the following knots: clove hitch, bowline, and figure-of-eight.
- b. Hank a long rope.

9. Sense Training

Play FIVE different Kim's Games with each of the five senses, scoring at least 15 out of 20 in each one.

10. Repairs

Do simple repairs at home or at your Pack meeting place.

11. Physical Development

- a. Run "Scout's Pace" over a 1 km course in 8 minutes.
- b. Throw a cricket/tennis or sock ball 15 metres, OR dribble a soccer ball around a course drawn on the ground in the shape of a figure-of-eight measuring 12 metres lengthwise.
- c. Swim 25 metres and then tread water for 60 seconds if in fresh water or 120 seconds if in seawater, OR Do 35 sit-ups OR 3 pull-ups.

12. Punctuality
 - a. Know how the 24-hour clock system of recording time works.
 - b. Using the 24-hour clock, give correctly the times of the main events of your day.
13. Creativity: Crafts

Make an article, which is either useful or decorative:

 - a. Beadwork
 - b. Weaving
 - c. Wirework
 - d. Pottery
14. Service: Road Safety

Organise a road safety activity for younger Cubs, OR Demonstrate safety on the road for a cyclist.
15. Life Saving
 - a. Show how to maintain an open airway, and how to place the victim in the coma/recovery position.
 - b. Explain how to alert the emergency services.
16. Emergency

Know how to behave in an emergency.
17. My Community: Interesting People

Talk to a person you know and find out something interesting about them or their lives to tell to your Six.
18. Communication
 - a. Make and send an invitation or a thank you letter to someone and see that it is delivered
 - b. Write an article for Pack logbook or newsletter.
19. Promise and Law: Cubs' Own
 - a. Help to organise and take part in a Cubs' Own Service.
 - b. Say a prayer of your own.
20. Promise and Law

Show that you are keeping your Promise and Law and setting a good example to younger boys in the Pack.

1104.2.4. The Leaping Wolf badge

- Complete the Lion Badge.
- Discuss with an adult at home and then carry out any task that needs to be done, over and above your normal duties. In urban areas, this could include painting of a fence or wall, carpentry, etc., while in rural areas, the carving of wooden utensils for use in the home would be a worthwhile activity.
- Undertake a personal challenge in connection with your school or home or social life. NOTE: Requirements 2 and 3 must be discussed with both parent and Pack Scouter before a final decision is made.
- Give some of your own time to help other people. This may be done either on your own or as a Six or a Pack.
- Use a street map of your local area OR draw a simple map showing the area around the Scout meeting place, OR your home OR your school. Use your knowledge of the compass to find the magnetic North point and line the map up to North.
- Earn TWO of the following Interest badges. (NB: Regardless of which TWO you choose, NONE of these badges may be earned BEFORE your tenth birthday): Civil Emergency, First Aid and Health, Linguist, Outdoorsman, Religion and Life, World Conservation

- 1104.3 If a Cub becomes eligible to commence the next Advancement Badge before all the advancement requirements of the previous Advancement Badge have been completed, the Badge may be completed prior to commencing the next level. In the case of the Leaping Wolf Badge however, this Advancement Badge must be completed prior to the Cub's eleventh birthday (or end of the Cub's Grade 6 year) as per Rule 637.

1104.4 Someone who joins the Pack at age 9 (or whilst in Grade 5 where Cubs in a Pack normally go up to the Troop on completion of Grade 6) starts with the Leopard Badge and does not start with the Cheetah Badge. Similarly, someone joining the Pack at age 10 (or whilst in Grade 6 where Cubs in a Pack normally go up to the Troop on completion of Grade 6) does not start with either the Cheetah or Leopard requirements, but commences directly with the Lion Badge.

1104.5 Someone who joins the Pack within three months of their next birthday may be permitted, at the discretion of the PS, to commence the requirements appropriate to the higher age group. In a Pack where Cubs normally go up to the Troop on completion of Grade 6, someone who joins the Pack only two or three months before the end of the last school term of the year may be permitted, at the discretion of the PS, to commence the requirements appropriate to the higher school grade. Note: With the permission of the Provincial C, a Cub Pack may work on the school grade system in preference to the age system.

1104.6 Interest Badges

Interest Badges on different subjects for Cubs may be earned by any invested Cub. Requirements for the Interest Badges are laid down in *The Cub Trail* book.

1104.7 The Link Badge

The Link Badge is a special badge relating to the transitional stage between the Cub Pack and the Scout Troop. A Cub may work for this badge during the last two months before leaving the Pack. It is not an Advancement Badge.

The requirements for the Link Badge are:

- Either help to pitch a tent OR make your own shelter out of any available material AND sleep in it for one night. All Cub camping rules must be complied with if camping with your Pack unless you are sleeping in your own garden under the control of your parents. It is however preferable that this camp is held with the future Patrol Leader and Patrol in which case it is a Scout event under the control of the TS.
- Sing or recite the national anthem and briefly describe its history. Draw the South African flag. Be able to recognise the national animal, flower and coat of arms.
- Show an understanding of your rights and responsibilities as a child and when to say "no".

1104.8 Wearing Of Cub Badges

Cub Advancement and Interest Badges are worn as described in Rules 802.4 and 804.

1105 The Leaping Wolf Badge

1105.1 A Leaping Wolf Badge is awarded to a Cub who meets the requirements laid down in Rule 1104.2.4. The Cub works for this badge during the final twelve months before leaving the Pack.

1105.2 A Leaping Wolf Badge is worn as described in Rule 802.4.4 as long as someone is a member of a Scout Troop.

1105.3 A certificate issued over the signature of the Chief Scout, South Africa, is awarded to a Cub qualifying for the Leaping Wolf Badge. The Certificate is presented to the Cub in front of the Pack, but if already "Gone Up" to the Scout Troop, the recipient attends a Pack meeting in Scout uniform for the presentation.

1106 "Going Up" To The Troop

Before "Going-up" to the Troop, the Cub must have successfully completed the requirements for the Link Badge with the PS and future TS in preparation for immediate investiture as a Scout. The Link Badge is awarded and worn as in Rule 803.

1107 The Scout Programme

The general scheme of the Scout programme is given below. It is designed to provide a progressive system of training, interesting and challenging to the Scout, and flexible enough to make provision for the interests of Scouts and for local circumstances. The programme consists of four parts: the Advancement Badges, Scoutcraft Badges, Interest Badges, and Challenge Awards.

1107.1 On joining the Troop the new Scout must hold the Link Badge or else complete the requirements for Troop Membership as soon as possible and preferably within three weeks.

1107.2 There are five stages of Advancement Badges:

- The Pathfinder Badge
- The Adventurer Badge
- The First Class Badge
- The Explorer/Sea Explorer/Air Explorer Badge
- The Springbok Scout Badge or Chief Scout's Badge ("the Top Award")

The requirements for each are set out in Chapter X11 and *The Scout Badge Book*.

1107.3 Challenge Awards may be created from time to time. These badges will be available for any Scout who wishes to earn them, unless otherwise specified, and shall not be part of the advancement programme.

1107.4 Scoutcraft Badges and Interest Badges for different subjects for Scouts. Except for the badges required for the "Advancement Programme" which may only be earned when the Scout is over 14 years of age or when the Scout is working on the advancement level for which the badge is required, these badges may be earned by any Scout regardless of age provided that the Scout qualifies fully under the conditions laid down. While there is no bar to a Scout qualifying in additional alternatives for a badge, no additional insignia shall be issued or worn. Requirements for the Scoutcraft and Scout Interest Badges are as laid down in *The Scout Badge Book*.

1107.5 Scouts may not wear Advancement or Interest Badges gained as Cubs except for the Leaping Wolf Badge and the Link Badge.

1107.6 While certain badges are primarily designed for Sea and Air Scouts, all badges may be earned by any Scout, provided that satisfactory arrangements for testing can be made.

1107.7 After investiture a Scout may earn and wear any Scoutcraft and Interest Badge, Except for the badges required for the "Advancement Programme" which may only be earned when the Scout is over 14 years of age or when the Scout is working on the advancement level for which the badge is required, provided that the Scout qualifies fully under the conditions laid down for the relevant badge.

1107.8 Scoutcraft Badges and Interest Badges will be distinguished by their design and colour.

1107.9 Methods of examination. Unless otherwise specified, the method of examination of requirements for the Scoutcraft and Interest Badges shall be as given in Rule 1102.1.

1108 Scout Advancement, Scoutcraft And Interest And Challenge Badges, Awards And Insignia Are Worn As Described In Rules 806, 807, And 808.

1108.1 The design of Scout Advancement Badges is described in The Scout Badge Book.

1108.2 The design of Challenge Awards is described in The Scout Badge Book.

1109 The Scoutcraft And Scout Interest Badges That Are Available Are Listed In *The Scout Badge Book*.

1110 The requirements for the Advancement, Scoutcraft and Interest Badges and Challenge Awards are detailed in *The Scout Badge Book*, which forms a supplement to POR.

1111.1 The requirements for investiture into the Scout Troop are set out in The Scout Badge Book.

1111.2 Direct advancement for a Scout is permitted in exceptional cases up to the ceiling of First Class, in order to allow Scouts to advance with their peers or new entrants to commence at the level of their peers. Permission for direct advancement must be obtained from the Provincial C on the recommendation of the TS. Once Scouts have been invested they may proceed directly to complete the requirements for, and be awarded, the Adventurer or First Class Badge without being awarded the intermediate Advancement Badge or Badges, according to the following table. (See also Rule 647.)

Advancement level to be awarded	Minimum age of Scout or school standard in which Scout must be <u>for direct advancement</u>	
Adventurer	12½	Grade 9
First Class	14½	Grade 11

In the course of completing the requirements at the entering level the Scout must display skills commensurate with those of other Scouts of the same age or school grade.

1111.3 Once a Scout has been invested he or she must complete each stage of the advancement programme before starting the next, as the system is progressive, except when an opportunity arises, which the Troop Scouter feels will not arise again, to complete an activity at a level one above the one on which he or she is working. A Scout who is granted "Direct Advancement" by the Provincial Commissioner is not required to carry out activities below the entry levels stated in rule 1111.2. Scouts may only be awarded the Explorer, Sea Explorer or Air Explorer Badge after they have completed the First Class Badge. The Top Award or Springbok Badge may only be awarded after they have completed one of the Explorer Badges.

1111.4 Before being awarded the Pathfinder Badge, a Scout must fulfil the requirements as set out in The Scout Badge Book. The badge is worn as in Rule 806. (See Badge Chart 6.)

1111.5 Before being awarded the Adventurer Badge, a Scout must, subject to Rule 1111.2, fulfil the requirements as set out in The Scout Badge Book. The badge is worn as in Rule 806. (See Badge Chart 6.)

1111.6 Before being awarded the First Class Badge, a Scout must, subject to Rule 1111.2, fulfil the requirements as set out in The Scout Badge Book. The badge is worn as in Rule 806. (See Badge Chart 6.)

1111.7 Before being awarded the Explorer/Sea Explorer/Air Explorer badge, a Scout must hold the First Class Badge and fulfil the requirements as set out in *The Scout Badge Book*. The badge is worn as in Rule 806. (See Badge Chart 6.)

1111.8 Before being awarded the 'Top' Award, a Scout must:

- Be sixteen years old or have passed Grade 10;
- Hold the Explorer/Sea Explorer/Air Explorer Badge;
- Fulfil the requirements as set out in *The Scout Badge Book*.

The badge is worn as in Rule 806. (See Badge Chart 6.) A certificate issued over the signature of the Chief Scout is awarded to a Scout who qualifies for the 'Top Award'.

1112 Badge Books

The section of the *Cub Trail* book containing the Interest badges and their requirements, and *The Scout Badge Book* form part of Part XII of *Policy, Organisation and Rules*.