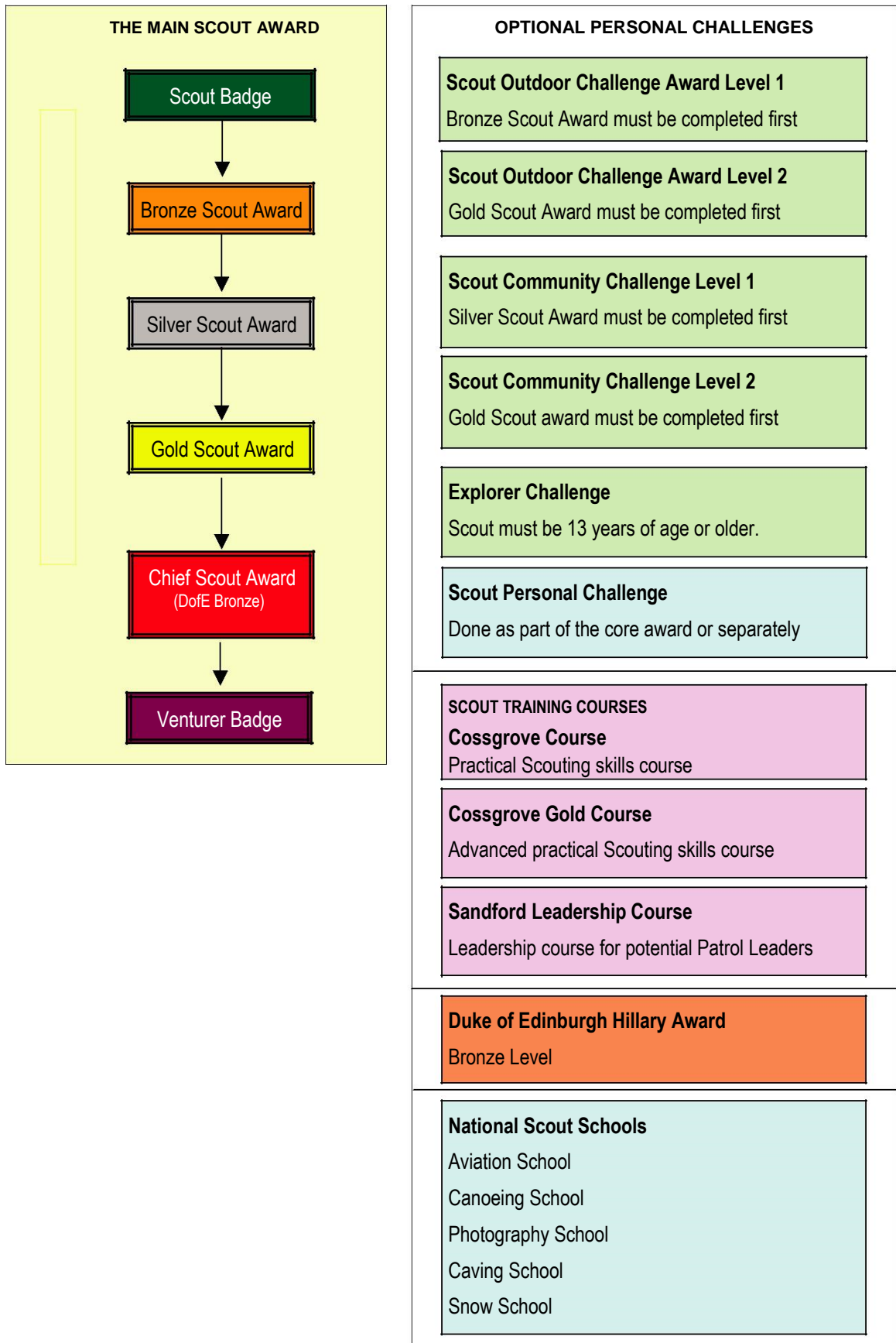




**TAUHINU SEA SCOUT GROUP**

# Scout Award Scheme Summary Chart



# Tauhinu Sea Scouts Progress Book

**Name** .....

**Address** .....

.....

.....

**Phone number – home**.....

**Phone number – mobile**.....

**Email** .....

**Emergency contact name** .....

**Emergency phone number** .....

**To record progress tick items on the left of a page you believe you have completed. Then ask a leader to initial the box on the right to confirm you have completed the item to the required standard.**

**Periodically ask a leader to update your electronic record on OSM to match this booklet.**

## The Scout Badge

The Scout Badge requirements must be completed to be invested as a Scout. Cubs can complete the requirements as a Cub before moving up to Scouts. This enables the Cubs to be invested on their first night at Scouts.

|   |  |
|---|--|
| <b>Outdoors</b><br><input type="checkbox"/> Prepare a personal First aid Kit.   |  |
| <b>Community</b><br><input type="checkbox"/> Describe the composition of the NZ Flag.<br><input type="checkbox"/> Explain what and why happens during the Flag Ceremony.  |  |
| <b>Personal Development</b><br><input type="checkbox"/> Show a knowledge and understanding of the Scout Law and Promise.<br><input type="checkbox"/> Describe the life of Lord Robert BadenPowell of Gilwell and explain why he is important to Scouting.<br><input type="checkbox"/> Be able to make the Scout sign and salute correctly.<br><input type="checkbox"/> Demonstrate the Scout Handshake and be told the story behind it. |  |
| <b>New Experiences</b><br><input type="checkbox"/> Take part in a Troop or Patrol activity  |  |

## Transition from Cubs to Scouts

*CREDITS TOWARDS THE BRONZE SCOUT AWARD*

The NZ Scout Award Scheme is progressive. This means that Cubs who have completed their Gold Cub Award will get four activities credited towards their Bronze Scout Award. The Scout Leader will determine which activities but the following are suggested.

|   |  |
|---|--|
| <b>Outdoors Environment</b><br><input type="checkbox"/> Identify three native plants/birds/animals (any combination of the three).                    |  |
| <b>Community Emergency Preparedness</b><br><input type="checkbox"/> Prepare a home evacuation plan for your home.                                     |  |
| <b>Personal Development Life Skills – Expression</b><br><input type="checkbox"/> On your own or with other Cubs or Scouts, lead a song at a Campfire. |  |
| <b>New Experiences Group/Zone/Regional Events</b><br><input type="checkbox"/> Take part in a Zone or Regional Event (away from the Hall).             |  |

## Bronze Scout Award

As a general guide the Bronze Scout Award is intended for Scouts who are in year 6 and 7 at school. Scouts normally join the Scout section at the start of term 4, year 6 and should complete their Bronze Award within a year. Scouts who are in Year 8 or higher when they join Scouts may commence working directly on the Silver or Gold Award.

### OUTDOORS CORNERSTONE

|   |  |
|---|--|
| <p><b>Campcraft</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> With a friend or in a Patrol / team show that you can pitch a hike tent, strike it and pack it away correctly.</li> <li><input type="checkbox"/> Explain why tents need to be aired and dried completely before being put in storage.</li> </ul>  |  |
| <p><b>Expeditions</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Draw the eight main compass points.</li> <li><input type="checkbox"/> Use a compass to find magnetic north.</li> <li><input type="checkbox"/> Follow a simple compass course containing at least four different magnetic bearings.</li> <li><input type="checkbox"/> Using the map key, identify some common features.</li> <li><input type="checkbox"/> Using a simple map, orientate it correctly using common features that you can see around you. i.e. roads, buildings, terrain.</li> <li><input type="checkbox"/> Explain why it is important to check when a map was printed or published.</li> </ul>   |  |
| <p><b>Environment</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Explain why we need to take the weather into consideration when planning and conducting outdoor activities</li> <li><input type="checkbox"/> Identify three native plants / birds /animals (any combination of three).</li> </ul>   |  |
| <p><b>Outdoor Skills</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Demonstrate three knots and show how to use them</li> <li><input type="checkbox"/> Demonstrate and explain how to care for ropes used in pioneering activities</li> <li><input type="checkbox"/> Know the safety requirements for laying and lighting a fire.</li> <li><input type="checkbox"/> Demonstrate safely laying and lighting a fire.</li> <li><input type="checkbox"/> Show an awareness of the DOC Environmental Care Code.</li> <li><input type="checkbox"/> Identify the hazards on a given site or activity.</li> <li><input type="checkbox"/> Demonstrate appropriate clothing you would take on a weekend camp and how you would pack the items.</li> <li><input type="checkbox"/> Explain to a leader what you would share to help a friend in trouble on a tramp, that would not put your own or others life at risk.</li> </ul> |  |

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| <p><b>COMMUNITY CORNERSTONE</b></p> <p><b>Emergency Preparedness</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Using the ACC River Safe Booklet, draw up a list of safety rules for around the pool, at the beach or river.</li> <li><input type="checkbox"/> Describe the buddy system and explain how it works.</li> <li><input type="checkbox"/> Prepare a home evacuation plan for your home and list the items needed for a home emergency kit.</li> <li><input type="checkbox"/> Know the difference between and treatment for burns and scalds.</li> <li><input type="checkbox"/> Demonstrate how to clean and dress a simple cut or graze.</li> <li><input type="checkbox"/> Know the treatment for bites and stings.</li> </ul> | <table border="1"> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> </table> |  |  |  |  |  |  |
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| <p><b>Helping Others</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Carry out a responsibility at home for at least eight hours over four weeks.</li> </ul>   | <table border="1"> <tr><td> </td></tr> </table>   |  |  |  |  |  |  |
|  |   |  |  |  |  |  |  |
| <p><b>My Community</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Explain how the youth sections in the Scout Group fit together.</li> <li><input type="checkbox"/> List the section leaders and the management team in your Scout Group.</li> <li><input type="checkbox"/> Demonstrate how Scouts fold, break and lower the flag.</li> </ul>   | <table border="1"> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> </table>   |  |  |  |  |  |  |
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| <p><b>Our World / Our Country</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Learn a song, game, activity or words from another culture in your community.</li> <li><input type="checkbox"/> Prepare and/or taste food from a different culture.</li> </ul>   | <table border="1"> <tr><td> </td></tr> <tr><td> </td></tr> </table>   |  |  |  |  |  |  |
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**PERSONAL DEVELOPMENT CORNERSTONE**

|   |   |  |
|---|---|--|
| <p><b>Physical</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Demonstrate to the leader exercises to do each day to keep fit.</li> </ul>   | <table border="1"> <tr><td> </td></tr> </table> |  |
|   |   |  |
| <p><b>Social &amp; Life Skills</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Explain the social and health consequences of not maintaining a good standard of personal hygiene at all times.</li> </ul> | <table border="1"> <tr><td> </td></tr> </table> |  |
|   |   |  |
| <p><b>Expression</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> On your own or with other Scouts or leaders, lead a campfire song, yell or game.</li> </ul>  | <table border="1"> <tr><td> </td></tr> </table> |  |
|   |   |  |
| <p><b>Personal Challenges</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Complete a Personal Challenge of your choice from the Personal Development list.</li> </ul>                                     | <table border="1"> <tr><td> </td></tr> </table> |  |
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## NEW EXPERIENCE CORNER STONE

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| <b>National Programmes</b><br><input type="checkbox"/> Take part in a National Programme activity or event with your Troop, Group or other Scouts. |  |
| <b>Group, Zone or Regional Events and activities</b><br><input type="checkbox"/> Take part in an activity away from the Hall.                      |  |
| <b>Challenges</b><br><input type="checkbox"/> Cook a simple meal over an open fire e.g. Sausage on a stick, damper, apple or banana in foil.       |  |

## Silver Scout Award

As a general guide the Silver Scout Award is intended for Scouts who are in Year 7 (from the 4th term) and Year 8 at school. Scouts normally move from the Bronze to the Silver Award at the start of term four, Year 7 and should complete their Silver Award within a year. Scouts who are in Year 9 or higher when they join Scouts may commence working directly on the Gold Award.

### OUTDOORS CORNERSTONE

|  |   |
|--|---|
| <p><b>Campcraft</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> As part of a Patrol / Team or with a partner prepare and cook a simple meal under camp situations. It should include meat, vegetables, dessert and a hot drink.</li> <li><input type="checkbox"/> Demonstrate how to safely connect gas equipment and carry out the safety checks.</li> <li><input type="checkbox"/> Use a small cooker to make a hot drink.</li> <li><input type="checkbox"/> Describe the features to look for when selecting a suitable campsite.</li> <li><input type="checkbox"/> Describe the features to avoid when selecting a suitable campsite.</li> </ul>           | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> |
| <p><b>Expeditions</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Explain the difference between magnetic north and grid north.</li> <li><input type="checkbox"/> Use a compass to orientate a map correctly.</li> <li><input type="checkbox"/> Show an understanding of grid lines and be able show a spot on a map using six character grid reference.</li> <li><input type="checkbox"/> Explain what contour lines show.</li> <li><input type="checkbox"/> In your Patrol / Team or with friends follow a series of grid references to get you from one place to another.</li> </ul>  | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> |
| <p><b>Environment</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Describe how New Zealand's terrain affects its weather.</li> <li><input type="checkbox"/> Explain the parts of an isobaric (weather) map.</li> <li><input type="checkbox"/> Identify six native plants / birds / animals (any combination of six). Find out about their place in the food chain.</li> </ul>  | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div>   |
| <p><b>Outdoor Skills</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Choose one of the following:               <ul style="list-style-type: none"> <li>a) Demonstrate how to wear a buoyancy aid correctly or...</li> <li>b) How to tread water correctly.</li> </ul> </li> <li><input type="checkbox"/> Demonstrate three new knots that could be used in construction activities.</li> <li><input type="checkbox"/> Demonstrate two lashings. Use these lashings to construct a simple trestle frame or some other simple construction.</li> <li><input type="checkbox"/> Demonstrate how to set and light a fire with minimum environmen damage.</li> </ul> | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div>   |



## COMMUNITY CORNERSTONE

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|--|---|
| <p><b>Emergency Preparedness</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Explain how to get help in an emergency.</li> <li><input type="checkbox"/> Describe where the Group First Aid Kit is kept.</li> <li><input type="checkbox"/> Demonstrate knowledge of how to use 111 system and how the ICE concept works on mobile phones.</li> </ul>  | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div>   |
| <p><b>Helping Others</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Give an example of where to use the Environmental Care Code.</li> <li><input type="checkbox"/> Attend an ANZAC parade or other community service e.g. Big Clean Up.</li> <li><input type="checkbox"/> Carry out a minimum of 10 hours voluntary service for other people such as a school, church or community group. This service is expected to be external to Scouting.</li> </ul>   | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div>   |
| <p><b>My Community</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Take part in a Zone activity.</li> <li><input type="checkbox"/> List the Scout Groups belonging to your zone.</li> <li><input type="checkbox"/> Name the Zone Leaders and what are they responsible for.</li> <li><input type="checkbox"/> Find out about and describe what JOTI and JOTA stand for.</li> <li><input type="checkbox"/> Explain what loyalty means and how it can be applied in practice in your Patrol and in the community.</li> </ul> | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> |
| <p><b>Our World / Our Country</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Cultures in NZ Find out about a culture that is different from your own.</li> <li><input type="checkbox"/> Find out how local government works in your area, who some of the community leaders are what their role involves.</li> </ul>  | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div>   |

## PERSONAL DEVELOPMENT CORNERSTONE

|  |   |
|--|---|
| <p><b>Physical</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Act as the leader in pitching a Patrol / Team tent.</li> <li><input type="checkbox"/> With a friend or a Patrol / Team set up and use the equipment required for a weekend Patrol Camp.</li> <li><input type="checkbox"/> Hazard identification: On a given site or activity, identify hazards that can be expected. Suggest how you could Eliminate, Isolate, or Minimise these hazards.</li> <li><input type="checkbox"/> Complete Part A of an Activity Intention Form for an activity.</li> </ul> | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> |
| <p><b>Social &amp; Life Skills</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Take responsibility for the family washing on two occasions.</li> <li><input type="checkbox"/> Show how to check a patient for breathing and place him or her in the recovery position.</li> <li><input type="checkbox"/> Explain how to stop bleeding and the treatment for nose bleeds.</li> <li><input type="checkbox"/> The Scout Promise is to “do my Duty to my God, my Queen and my country”. Explain how to carry out this part of the promise.</li> </ul>                    | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> |

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| <input type="checkbox"/> Take part in a Scouts Own ceremony at camp or during an expedition.  |  |
| <input type="checkbox"/> Discuss with the Scout Leader the value of a personal commitment statement and produce an example.   |  |
| <input type="checkbox"/> Lead or demonstrate the Scout opening and closing ceremony.  |  |
| <b>Expression</b><br><input type="checkbox"/> Complete one of the following:<br>a) A personal challenge badge from the Arts or Crafts section. OR<br>b) An activity or project of your own choice (as agreed with the Leader and Patrol Leaders Council). |  |
| <b>Personal Challenges</b><br><input type="checkbox"/> Complete one Personal Challenge badge from the Outdoor list.   |  |
| <input type="checkbox"/> Complete one Personal Development badge from the Personal Development list (different to the one used at Bronze level).  |  |

## NEW EXPERIENCE CORNERSTONE

|  |  |
|--|--|
| <b>National Programme</b><br><input type="checkbox"/> Take part in and help plan and organise a National Programme activity.   |  |
| <b>Group, Zone or Regional Events and activities</b><br><input type="checkbox"/> Take part in and help plan a visit to JOTA, JOTI, a Zone Camp, Cub Day or similar activity.   |  |
| <b>Challenges</b><br><input type="checkbox"/> Work with the Patrol Leader and help organise a guest speaker for the Troop night who will speak on something new for the Scouts |  |

## Gold Scout Award

As a general guide the Gold Scout Award is intended for those who are in Year 8 (from the 4th term) and Year 9 at school. Scouts normally move from the Silver to the Gold Award at the start of term 4, Year 8 and should complete their Gold Award within a year. Scouts who are in Year 9 or higher when they join Scouts may commence working directly on the Gold Award.

### OUTDOOR CORNERSTONE

|  |   |
|--|---|
| <p><b>Campcraft</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Show an understanding of the food pyramid and the nutritional requirements for outdoor activities</li> <li><input type="checkbox"/> Draw up a complete nutritious menu (including quantities) for a weekend camp.</li> <li><input type="checkbox"/> Using a small gas cooker prepare a meal suitable for hiking or tramping.</li> <li><input type="checkbox"/> Demonstrate the care of a gas lantern including the changing of a mantle (pressure lantern could be substituted).</li> <li><input type="checkbox"/> On a selected site describe how to set up a campsite giving reasons for your choice.</li> <li><input type="checkbox"/> Prepare a checklist to ensure that a high standard of hygiene is maintained under camp conditions. It could include the following headings: sleeping tents, grounds, food storage, food or rubbish disposal, toilets, drinking water, kitchen area, utensils.</li> </ul> | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> |
| <p><b>Expeditions</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> In a Patrol / Team or with friends, carry out a journey of at least four hours using map, compass and or GPS to assist you. May be tramping, canoeing, sailing, cycling etc).</li> <li><input type="checkbox"/> Using the map explain the route followed to the Leader or Patrol – e.g. terrain, track, features.</li> </ul>   | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div>   |
| <p><b>Environment</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Identify 12 native plants / bird / animals (Any combination of 12). Explain their place in the ecosystem.</li> <li><input type="checkbox"/> Be able to recognize six different cloud types and describe the weather they are associated with.</li> <li><input type="checkbox"/> Using actual observations and an isobaric (weather) map, predict the weather for your area.</li> </ul>   | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div>   |
| <p><b>Outdoor Skills</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Demonstrate how to care for and safely use the tools and equipment commonly found around camp. Could include but not exclusively axe, knives, saws, shovels, spades and mallets.</li> <li><input type="checkbox"/> Demonstrate how to use a GPS and a compass.</li> <li><input type="checkbox"/> Use a GPS or compass to plan and follow a simple route.</li> <li><input type="checkbox"/> Explain why we should not rely on a GPS alone.</li> </ul>  | <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div>   |

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|---|--|
| <input type="checkbox"/> Demonstrate three knots that could be used in rescue situations.   |  |
| <input type="checkbox"/> Learn two more lashings different from those used in the Silver Award.   |  |
| <input type="checkbox"/> With a Patrol or Team construct two items on the following list. Raft, tower, bridge or similar item. Camp equipment Playground equipment Catapult or any other construction approved by your PLC or the Scout Leader. |  |
| <input type="checkbox"/> Complete a Risk Assessment Management Sheet (RAMS) for a Patrol / Team or Group activity.  |  |

## COMMUNITY CORNERSTONE

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|--|--|
| <p><b>Emergency preparedness</b></p> <input type="checkbox"/> Demonstrate the ability to assess and treat minor injuries.<br><input type="checkbox"/> Demonstrate how to summon assistance in an emergency and what to do whilst waiting.<br><input type="checkbox"/> Show an understanding of how to recognize an asthma attack and know what to do to assist.<br><input type="checkbox"/> Be able to describe the symptoms of and the treatment for: Hypothermia. Heat exhaustion. Heat Stoke.<br><input type="checkbox"/> Explain what RICE stands for in the First Aid situation.<br><input type="checkbox"/> Demonstrate two types of sling.<br><input type="checkbox"/> Explain the importance of immobilizing an injury and demonstrate two bandaging techniques.<br><input type="checkbox"/> Explain how to recognize the signs and symptoms of shock and how to treat them. |  |
| <p><b>Helping Others</b></p> <input type="checkbox"/> Complete either:<br>a) Carry out or assist in a project to protect or foster native fauna or flora. Or<br>b) Participate in a Community Project. i.e.Arbor Day, Clean Up NZ Day.<br><input type="checkbox"/> Assist at Keas or Cubs for a period of eight hours (could be weekly or over a weekend camp).  |  |
| <p><b>My Community</b></p> <input type="checkbox"/> Draw a time line showing some of the important dates in the development of Scouting, Worldwide and in New Zealand.<br><input type="checkbox"/> Research and explain what the National Scout Schools offer.<br><input type="checkbox"/> Find out about, belong to, or participate in an activity with another youth organisation.   |  |
| <p><b>Our World / Our Country</b></p> <input type="checkbox"/> Find out what region of World Scouting New Zealand belongs to.  |  |

|  |  |
|--|--|
| <input type="checkbox"/> Find out about Scouting in one of the other countries in our region. Introduce a game or activity from that country to the Troop or Patrol.   |  |
| <input type="checkbox"/> Select one International Organisation and show how it assists the World Community. e.g. A branch of the United Nations, World Trade Organisation, Save the Children, UNICEF, Red Cross etc. |  |

**PERSONAL DEVELOPMENT CORNERSTONE**

|   |  |
|---|--|
| <p><b>Physical</b></p> <input type="checkbox"/> Be able to throw a life line to within one metre of a person eight metres away.   |  |
| <p><b>Social &amp; Life Skills</b></p> <input type="checkbox"/> Attend a Sandford Leadership Course.<br><input type="checkbox"/> After the course practice these skills by organizing and leading an activity or camp with your Patrol or a group of friends.<br><input type="checkbox"/> Explain to the Scout Leader how to deal with peer pressure when friends and acquaintances want you to do something that is unwise.<br><input type="checkbox"/> Complete one of the following:<br>a) Help plan and run a Scouts Own.<br>b) Attend a Church Parade.<br>c) Compare two different religions and list what they have in common.<br><input type="checkbox"/> With a friend or in a Patrol / Group compare and be prepared to discuss or demonstrate how the Scout Law fits into the beliefs and values of a religion chosen by you. |  |
| <p><b>Expression</b></p> <input type="checkbox"/> Discuss the Patrol Code of Conduct with the leader and explain the consequences of not following the “rules”. If the Patrol doesn’t have a Code of Conduct, create one and ask the Patrol to discuss and adopt it.<br><input type="checkbox"/> Complete one of the following:<br>a) A Personal Challenge Badge from the Arts or,<br>b) Crafts section, or<br>c) An activity or project of your choice and design. (Must be agreed with your PLC and Leader).  |  |
| <p><b>Personal Challenges</b></p> <input type="checkbox"/> Complete one Personal Challenge badge from the Outdoors list (different to the badge earned for Silver).<br><input type="checkbox"/> Complete one Personal Challenge badge from the Community list.  |  |

## NEW EXPERIENCES CORNERSTONE

|   |  |
|---|--|
| <b>National Programme</b><br><input type="checkbox"/> Help plan / organize a National Programme activity  |  |
| <b>Group, Zone or Regional Events and activities</b><br><input type="checkbox"/> Take part in and help plan a visit to JOTA, JOTI, a Zone Camp, Cub Day or similar Activity.  |  |
| <b>Challenges</b><br><input type="checkbox"/> Work with another Scout and help organize a Troop visit to a place of interest where the Troop can learn or practice one of the following:<br>a) A new skill,<br>b) Meet a person of interest,<br>c) Learn something about the community you live in or near. |  |

## Chief Scout Award

- Scouts must complete the Gold Scout Award in order to earn the Chief Scout Award. A Scout may start on the Chief Scout Award before completing the Gold Scout Award.
- The Duke of Edinburgh 's Hillary Bronze Award can be completed in parallel with the Chief Scout Award. Please speak with a leader about registering.
- The requirements should be able to be completed in 12 months and may be signed off by the Scout Leader or a person nominated by the leaders.

### OUTDOORS CORNERSTONE

|  |  |
|--|--|
| <input type="checkbox"/> Plan and run an activity for a Patrol or Troop which will include two nights Camping. |  |
|--|--|

### COMMUNITY CORNERSTONE

|  |  |
|--|--|
| <input type="checkbox"/> Demonstrate a knowledge of the World family of Scouting.  |  |
| <input type="checkbox"/> Work as an activity leader with a Kea Club or Cub Pack for a period of 20 weeks (need not be continuous). |  |

### PERSONAL DEVELOPMENT CORNERSTONE

|   |  |
|---|--|
| Complete three of the following<br><input type="checkbox"/> Complete the Explorers Challenge.<br><input type="checkbox"/> Gain a recognised First Aid Certificate.<br><input type="checkbox"/> Take part in an outdoor sport or activity. Participate in it regularly for at least 10 hours over a minimum of three months.<br><input type="checkbox"/> Choose a hobby, topic to study or a leisure pursuit. Acquire a reasonable skill in or knowledge of the activity and participate in it regularly for at least 10 hours over a minimum of three months. |  |
|   |  |
|   |  |

### NEW EXPERIENCES CORNERSTONE

|  |  |
|--|--|
| <input type="checkbox"/> Research the Young New Zealanders Challenge and explain the requirements for the Scout age group.   |  |
| <input type="checkbox"/> Attend an organised event of three days duration (away from home and need not be Scouting) e.g. Jamboree, National Scout Schools, School sports. Tournaments, cultural exchanges.   |  |
| <input type="checkbox"/> Attend a Venturing Explained.   |  |
| <input type="checkbox"/> Complete two new Personal Challenge Badges.   |  |
| <input type="checkbox"/> When all the other requirements of the Chief Scout Award have been met, make an appointment with the Zone Scout Leader or their appointee to discuss your achievements. You will be asked to discuss the part the Scout Law and Promise plays in your life. |  |
| <input type="checkbox"/> Prepare and take with you a written CV of your Scouting achievements including any relevant certificates and a logbook or presentation about your expeditions.  |  |

## Scout Challenge Award

Scouts must complete the Bronze and Silver Scout Awards as specified, before undertaking the challenges listed below. This is to ensure the Scouts have received the required training in order to safely undertake these activities.

### OUTDOORS CHALLENGE

|   |  |  |  |  |  |
|---|--|--|--|--|--|
| <p><b>Complete the Bronze Scout Award and then:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Cook a three course meal on open fire.</li> <li><input type="checkbox"/> Have completed five nights camping.</li> <li><input type="checkbox"/> Construct a fun pioneering project.</li> <li><input type="checkbox"/> Take part in an orienteering activity.</li> </ul>  | <table border="1" style="width: 100%; height: 100%;"> <tr><td style="width: 20px; height: 20px;"></td></tr> <tr><td style="width: 20px; height: 20px;"></td></tr> <tr><td style="width: 20px; height: 20px;"></td></tr> <tr><td style="width: 20px; height: 20px;"></td></tr> </table> |  |  |  |  |
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| <p><b>Complete the Silver Scout Award and then:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Cook a three course meal using a menu from a culture other than your own. For four or more people.</li> <li><input type="checkbox"/> Have completed four nights camping under canvas in winter (June to October).</li> <li><input type="checkbox"/> Complete a weekend tramp with three friends – complete a logbook of the activity.</li> <li><input type="checkbox"/> Complete a geo caching activity (GPS).</li> </ul> | <table border="1" style="width: 100%; height: 100%;"> <tr><td style="width: 20px; height: 20px;"></td></tr> <tr><td style="width: 20px; height: 20px;"></td></tr> <tr><td style="width: 20px; height: 20px;"></td></tr> <tr><td style="width: 20px; height: 20px;"></td></tr> </table> |  |  |  |  |
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### COMMUNITY CHALLENGE

|   |  |  |  |  |  |
|---|--|--|--|--|--|
| <p><b>Complete the Bronze Scout Award and then:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Adopt an area and take care of it for 12 weeks.</li> <li><input type="checkbox"/> Organize and carry out a joint activity with another Troop or Patrol from another Troop in your Zone.</li> <li><input type="checkbox"/> Produce a short fun play and present to a group.</li> <li><input type="checkbox"/> Prepare and carry out a basic first aid scenario for the Troop or Patrol.</li> </ul>   | <table border="1" style="width: 100%; height: 100%;"> <tr><td style="width: 20px; height: 20px;"></td></tr> <tr><td style="width: 20px; height: 20px;"></td></tr> <tr><td style="width: 20px; height: 20px;"></td></tr> <tr><td style="width: 20px; height: 20px;"></td></tr> </table> |  |  |  |  |
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| <p><b>Complete the Silver Scout Award and then:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Arrange an interesting guest speaker from an environmental organization to talk to your Troop.</li> <li><input type="checkbox"/> Organise and carry out a joint activity with a Troop or youth group from your Zone.</li> <li><input type="checkbox"/> Either Take part in a local drama, Gang Show or music production (could be backstage or Front of House or Support Crew. Or Act as casualty in a first aid scenario for local service agency competitions or practice. (Fire Brigade, St John, Police, Civil Defence).</li> </ul> | <table border="1" style="width: 100%; height: 100%;"> <tr><td style="width: 20px; height: 20px;"></td></tr> <tr><td style="width: 20px; height: 20px;"></td></tr> <tr><td style="width: 20px; height: 20px;"></td></tr> </table>   |  |  |  |  |
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## EXPLORER CHALLENGE

|   |  |
|---|--|
| <p><b>Scouts must be 13 years and over before taking part in the Explorer Challenge</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Complete a journey with three friends, of a minimum of 150 km, over four days, using three different modes of transport while visiting places of interest or local people.</li> <li><input type="checkbox"/> When you return, make a presentation about the journey to your Troop.</li> </ul> |  |
|   |  |

## Venturer Badge

Scouts move to the Venturer Section at the start of the 4th school term in Year 10. The Group Leader may allow a Scout to move to the Venturer Section earlier providing the parents, the Scout Leader and the Venturer Leader all support this. This badge must be completed by all people joining the Venturer Unit. However, a Scout who completes this badge in the Scout Troop will be invested when he or she attends their first official Venturer Unit meeting.

## OUTDOORS

|  |  |
|--|--|
| <ul style="list-style-type: none"> <li><input type="checkbox"/> Join with the local Venturer Unit for a day outdoor activity or night away.</li> </ul> |  |
|--|--|

## COMMUNITY

|  |  |
|--|--|
| <ul style="list-style-type: none"> <li><input type="checkbox"/> Complete a Venturing Explained with the local Unit or Leader.<br/>AND</li> <li><input type="checkbox"/> Discuss with those on the Venturing Explained course how the Scout Law &amp; Promise affects Scouts everyday.</li> </ul> |  |
|  |  |

## PERSONAL DEVELOPMENT

|   |  |
|---|--|
| <ul style="list-style-type: none"> <li><input type="checkbox"/> With the help of the Unit Executive or Venturer Leader complete a Personal Commitment Statement for the next year.</li> <li><input type="checkbox"/> Understand the importance of DADS rules and how to follow them.</li> </ul> |  |
|   |  |

## NEW EXPERIENCE

|  |  |
|--|--|
| <ul style="list-style-type: none"> <li><input type="checkbox"/> Attend and take part in any one Venturer module of the scouts choice.</li> </ul> |  |
|--|--|

## Scout Boating Badges - Boatman

- 1 List what clothing to wear and the personal equipment needed for sailing and rowing.
- 2 List the different features of a Type 402 lifejacket and Type 403 buoyancy aid. Select an appropriate sized PFD and demonstrate wearing it correctly.
- 3 Swim 50 metres and then tread water for five minutes.
4. Correctly describe the following terms:  
Port                  Starboard                  Bow                  Stern
- 5 Take part in launching and retrieving a boat.
- 6 Demonstrate how to board a boat from:  
a wharf                  a beach or                  another boat.
- 7 Explain the dangers and precautions to take
  - when a boat is coming alongside,
  - when moving in a boat,
  - raising and lowering spars and oars,
  - removing equipment such as boathooks.
8. Be able
  - to bail
  - to fend off and cast off
  - to lash loose equipment securely.
- 9 Know the basic distress signals that can be performed with equipment normally found in a cutter.
- 10 Complete four hours practice in Scout cutters on the water.  

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11. Be able to tie the following knots:  
Figure eight.    Clove hitch.  
Reef knot.    Make fast to a cleat.

## Scout Boating Badges - Oarsman

Pass the Boatman Personal Challenge before commencing this challenge.

1 Be able to identify the following parts of a Sea Scout standard cutter:

- Thwarts, bow sheets and stern sheets.
- Oars, crutches, crutch sockets and stretchers.
- Knees, breast hook, quarter knees and transom knee.
- Keel, planks, ribs, gunwhale and gunwhale capping.
- Stem, towing eye and painter.
- Transom, horse, gudgeons and pintles.
- Rudder and tiller.

2 Assist with the preparation of the boat for rowing.

3 As a member of a boat's crew be able to respond correctly to the following orders:

Give way

Oars

Hold water

Toss oars, ship oars and boat oars.

Backwater

Rest on oars

4 Assist with anchoring and make fast to a wharf or other boat under directions from a coxswain.

5 Throw a life ring and a 12 metre line accurately to a chosen mark.

6 Demonstrate how to row competently as a member of a crew.

7 Demonstrate how to tie the following knots correctly:

Bowline. Sheet bend. The knots specified for the Boatman.

8 Complete at least eight hours rowing practice during at least six separate occasions since obtaining the Boatman Personal Challenge.

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9 Crew in at least one rowing race at a Zone or Regional Scout Regatta.

## Scout Boating Badges - Swimming

- 1 Swim 200 metres (continuous swim) by any stroke.
- 2 Dressed in swimming gear plus t-shirt and long trousers (not jeans), swim 50 metres by each of two strokes chosen from front crawl, back crawl, breaststroke, sidestroke, butterfly, survival backstroke. Survival backstroke uses underwater arm strokes combined with a breaststroke kick on the back. The arms and legs work together, not alternately. The two strokes must be strokes other than the one chosen for the 200metre swim.
- 3 Enter the water safely by: A plain header from the side of the pool. A compact jump from a height above 1 metre, an entry from a height above one metre, wearing a buoyancy vest or lifejacket (not a neck buoyancy vest as this can cause injury to the neck), which must be the correct size and properly fastened.
- 4 Surface dive to a depth of at least 1.6 metres and with both hands recover an object that must be returned to the poolside.
- 5 Carrying with you a flotation aid or some other improvised towing aid, swim 25 metres to a tired swimmer, but staying out of reach. Pass the aid to the victim, instruct them how to use it and tow them to safety. At no time is the swimmer to get within reach of the victim, except when safely at the edge of the pool or helping them out.
- 6 Explain the "buddy system.
- 7 Explain how to recognize a rip in the sea and what to do if caught in rip or in a strong river current.

## Scout Boating Badges - Coxswain

The Oarsman and Swimmers Badge must be completed before attempting this challenge.

- 1 Supervise the preparation of the boat for rowing, ensuring that the crew are dressed appropriately.
- 2 Supervise the launching and retrieving of the boat as well as assisting in securing the boat onto the boat trailer.
- 3 Know the Scout Water Activity Rules applicable to:  
Charge certificates and boating limits.  
Boat Certificate.
- 4 Correctly explain:  
"The rules of the road at sea" (Maritime Rules Part 22, 22.11 to 22.18)  
Maritime Rules that apply to small power boats (less than 20 m) and sail boats. Maritime Rules Part 91 or Regional Council Navigation Safety Bylaws.  
Knowledge of water ski access lanes and white power cable markers.
- 5 Identify correctly the equipment that must be carried in a boat being rowed.
- 6 Explain the steps for prevention of hypothermia. Describe the symptoms and emergency treatments of Hypothermia and Artificial resuscitation.
- 7 Competently take charge of the boat and maintain discipline while: Letting go and coming alongside a wharf  
Coming up to a buoy                      Beaching  
Coming alongside another boat          Anchoring.
- 8 Recover a person or piece of equipment that has fallen overboard.
- 9 Explain what to do if:      Swamped                      Carried away by tide  
Carried away by wind              Involved in a collision.
- 10 Demonstrate how to prepare a boat for towing and then tow another boat.
- 11 Row a boat with only one other oarsman and no coxswain.
- 12 Demonstrate how to correctly load a boat with stores and row it to another location and correctly unload.
- 13 Explain what to do in the event of capsized.
- 14 Describe how raise the alarm in an emergency.

15. Demonstrate how to tie and use the following correctly:  
 Eye splice Sailmaker’s whipping.  
 The knots specified in Boatman and Oarsman badges.
- 16 Completed at least four hours as coxswain during rowing practice on at least three separate occasions since obtaining Oarsman badge.
- |  |  |  |  |  |
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- 17 Cox in at least one rowing race at a Zone or Regional Scout Regatta.

**Scout Boating Badges - Canoeing**

- 1 Complete a wet exit
- 2 Forward paddle 50 meters
- 3 Back Paddle 10 meters
- 4 Turn a circle on the spot
- 5 Do a deep sea rescue

**Canoeing trips**

| Year | Trip & Location | Date |
|------|-----------------|------|
|      |                 |      |
|      |                 |      |
|      |                 |      |
|      |                 |      |
|      |                 |      |
|      |                 |      |
|      |                 |      |

## Scout Boating Badges - Sailor

- 1 Pass the Oarsman Badge.
- 2 Pass the Swimmers Badge.
- 3 Be able to identify the following parts of a Sea Scout standard cutter rigged for sailing:
 

|              |             |                     |
|--------------|-------------|---------------------|
| Chain plate  | Centre case | Main and jib sheets |
| Centre plate | Mast        | Mast step           |
| Hounds band  | Sheaves     | Halyards            |
| Forestay     | Side stays  | Running back stays  |
| Boom         | Gooseneck   | Boom vang           |
| Outhaul.     |             |                     |
- 4 Be able to identify the following parts of a sail.
 

|             |            |                 |                |
|-------------|------------|-----------------|----------------|
| Tack        | Throat     | Head            | Peak and clew  |
| Luff        | Head       | Gunter          | Leach and foot |
| Reef points | Cunningham | Batten pockets. |                |
- 5 Assist with the rigging and derigging of a standard cutter on land and in the water.
- 6 Demonstrate how to tie and use correctly:  
An Eye Splice A Sailmaker's Whipping A Rolling Hitch The knots specified in Boatman and Oarsman badges.
- 7 Demonstrate how to effectively trim the boat under sail.
8. Demonstrate how to do the following:
 

|         |       |         |
|---------|-------|---------|
| Let fly | Ease  | Tighten |
| Cleat   | Lee-o | Gybe.   |
- 9 Assist in reefing the main sail of a standard cutter.
- 10 Assist in annual swamp test of a standard cutter.
- 11 Row or paddle the boat while rigged for sailing as one of a two man crew.
- 12 Complete at least six hours sailing practice during at least three separate occasions since completing the Oarsman Personal Challenge.
 

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- 13 Crew in at least one sailing race at a Zone or Regional Scout Regatta.





## CAMP NIGHTS

| Year | Type of Camp & Location | First day | Last Day | Number of Nights |
|------|-------------------------|-----------|----------|------------------|
|      |                         |           |          |                  |
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## The Scout Promise

On my honour, I promise to do my best,  
To develop my spiritual beliefs,  
To contribute to my community, country and world,  
To help other people,  
And to live by the Scout Law.

## The Scout Law

Have Respect

- For yourself and others
- For the environment Do what is Right
- Be trustworthy and tolerant
- Have integrity

Be Positive

- Accept challenges with courage
- Be friend to all

## Scout Personal Challenge Badges

|                    |                                |                   |
|--------------------|--------------------------------|-------------------|
| Civil Defense      | Emergencies                    | Fire              |
| First Aid          | Life Saving                    | Local History     |
| Maori Life         | Your Own Choice                | Aircraft Spotting |
| Airmanship 1 & 2   | Aircraft Technical Knowledge   |                   |
| Angling            | Air Navigation and Meteorology |                   |
| Athletics          | Boatman                        | Bushcraft         |
| Camping            | Camp Cook                      | Camping Nights    |
| Camp Warden        | Canoeing                       | Caving            |
| Conservation       | Cooking                        | Coxswain          |
| Cycling            | Exploring                      | Gardening         |
| Hiking             | Horse Riding                   | Marine Navigation |
| Master at Arms     | Meteorology                    | Navigator         |
| Oarsman            | Sailor                         | Skiing            |
| Sports             | Survival Camping               | Swimming          |
| Art and Craft      | Book Reading                   | Chemistry         |
| Collector          | Computer                       | Debating          |
| Drama / Playacting | Entertaining                   | Gang Show         |
| Faith              | Music                          | Photography       |
| Presenters         | Radio / Electronics            | Writing           |



## Sailing Gear

**Sailing is hard on clothes – so old or 2<sup>nd</sup> hand clothes are fine – it is not a fashion contest.**

Sun Hat and / or Warm Hat

If you have glasses – tie them on

Sun Block – all weathers

Life Jacket (provided by Tauhinu)

Wind Breaker, Coat or Jacket

Sailing Gloves are nice but are not really needed for scout sailing

A cheap Warehouse wet suit is very useful.

Shorts and a wool jersey or polar fleece if you have no wetsuit

Cheap Polyprops under the wetsuit improve warmth and comfort a lot. No cotton.

Wet suit booties are good but are nice in cold weather sailing. Otherwise water shoes

**A complete change of clothes to go home in and a towel – Scouts get wet in boats.**

**Plastic bag to take home wet gear**

