



Chief Scout's Award

Suitable for scouts who have completed the Scout Advanced Award, or aged 13 or above who completed the Outdoor Challenge sections in the Pathfinder, Standard and Advanced Award. Sea Scouts must choose 'Sea Activities' whereas Air Scouts must choose 'Air Activities' from the electives. Other scouts must follow the same elective as for their Scout Pathfinder Award.



Complete the following:

A. Outdoor Challenge

1. Camp craft

- a. Plan and implement an overnight wild camp.
 - Make a camp plan, which covers at least the list of personal and patrol equipment, information of the campsite, layout of the camping area, distribution and design of gadgets, arrangement on meals, patrol activities, budgets, transport and work allocation.
 - Organize and participate in a patrol, group or district camp activity based on the above camp plan.
- b. Teach basic camping skills.
 - Teach the patrol rucksack packing, gadget building, tent packing, backwoods cooking and pioneering.
- c. Make a camp log
 - Report the camp activity, which covers at least the personal and a patrol equipment used, information of the campsite, layout of the camping area, distribution and design of gadgets, arrangement on meals, camping experience, financial reports, work allocation and evaluation, etc.

2. Adventure

- a. Plan, participate and record an overnight trip.
 - Plan and complete an expedition of at least 30 km on foot with your patrol member.
 - Make a expedition plan and a report for this trip.
- b. Teach the basic techniques in expedition:
 - Teach your patrol map reading skills, the use of grid, ratio and distance, grid coordinates, map setting, gears and equipment packing for hiking.



- c. Understand the basic wild survival skills:
 - Understand the survival skill when lost in the wilderness, such as how to purify water, pack and make use of survival kit refuse, sending survival codes etc.

3. Pioneering

- a. Plan and lead a patrol to complete a pioneering structure with no less than 3 different lashings.
 - Plan and lead the project including prior preparation to afterward clean up.
 - Example of the pioneering projects include: Beacon Tower, Brynbach Tower, Suspended Flag Pole or Rocker Bridge, etc.
 - Make a pioneering project plan, which covers at least structure of the work, procedures, tools and equipment required and timetable etc.
- b. Teach basic pioneering techniques
 - Teach the patrol different knotting and their usage, methods and skill in tidying up ropes after the project.

4. Outdoor activity (Elective)

- a. Complete the Outdoor activity in the Scout Advanced Award .
- b. Plan and participate in a whole day outdoor activity with a patrol, e.g. :
 - backwoods cooking, tracking, communication using codes and astronomical observations, etc.

5. Sea activity (Elective)

- a. Complete the Sea activity in the Scout Advanced Award.
- b. Plan and participate in a sea journey of at least 6 hours.

6. Air activity (Elective)

- a. Complete the Air activity from the Scout Advanced Award.
- b. After discussion with the Scout leader, choose from the list of air activity and participate in two air activities which you have not participated before.

Note: Members only need to choose one activity out of outdoor activities / Sea activity / Air activity, as their main assessment task, but the same elective choice must be followed for all subsequent progressive awards. Nonetheless, Sea Scout must choose "Sea activities" whereas Air Scout must choose "Air activities".

A fisherman does not bait his hook with food he likes. He uses food the fish likes. So with boys. 漁夫釣魚不以自己的喜好而是以魚群的喜好為餌，對待童軍亦如是。



B. Personal Development

1. Physical Fitness

- a. Attain a proficiency badge related to physical fitness that you have not attained in previous Progressive Badges, e.g., Dragon Boatman (Interest), Houseman (Interest), Rowing Boatman (Interest), Athlete (Interest), Windsurfer (Interest), Archery (Pursuit), Skipper (Pursuit), Canoeist (Pursuit), Orienteer (Pursuit), Marksman (Pursuit), Master-at-arms (Pursuit), Sailor (Pursuit) or Skin Diver (Pursuit) etc.
- b. Plan and implement a patrol activity with the theme of physical activity or competition.

2. Art, Creativity and Technology

- a. Create and lead a performance, game or yell in a campfire or lantern night.
- b. Complete one of the following:
 - I. Share the process of creating one art piece:
 - Make an art piece and share the creation process with your patrol member for a specific theme.
 - II. Teach how to make a model:
 - Teach your patrol member how to build a model with proper scale.
 - III. Teach how to make a promotion product with the use of IT:
 - Teach your patrol member how to make promotion product or share the activities in patrol, troop or group using IT.
 - IV. Teach how to make a machine powered by battery:
 - Teach your patrol how to make a simple mechanical tool, animal or insect, which is powered by battery.
 - V. Create a route in an electronic map:
 - Use electronic maps to indicate the landmark in the district where your group is located in, or indicate the routes and checkpoints for your future journey in countryside.
 - Publish the map onto your own website, blog or social networking site.
 - VI. Make a controllable mechanical model:
 - Produce a wired or wireless mechanical model, e.g. mechanical animal, insect or robot etc.
 - Demonstrate the operation of it, and state the function, component of and working principles behind the model.



3. Leadership

- a. Attain the Leadership Award.

4. Spiritual development

- a. Introduce the scout promise, law and motto.
 - Introduce the relevant content and meaning to newly-joined scouts
- b. Complete one of the following:
 - I. Lead a silent prayer
 - Understanding of the meaning purpose and content of silent prayer.
 - Lead a silent prayer in a group meeting or at the end of the group activity.
 - II. Assist in a scouts' own
 - Know the purpose and meaning of the scouts' own.
 - Be responsible for a part of the scouts' own, e.g. singing, reciting the promise and law or a short sharing.
 - III. Attain the religious badge.

A Scout is never taken by surprise, he knows exactly what to do when anything unexpected happens.

一個童軍不會被意外阻撓。當真的有意外發生，他都會知道該如何處理。



C. SOCIETY

1. Service

- a. Attain one of the following proficiency badge.
 - First Aid (Service), Fireman (Service), Life-saver (Service)
- b. Discuss an community participating activity
 - Discuss with the Patrol a community-participation project that the government is encouraging people to understand participate in, such as environment cleaning and public health, anti-corruption, anti-crime, world environmental protection, life education, drug education, fire safety education, equal access to education, HIV prevention education, education on respect for intellectual property, heritage preservation, conservation of environment, mental health or sex education, etc.
 - Participate in or visit seminars or exhibitions, and understand its purpose, content, and the message promoted.
- c. Assist in planning and participate in service of no less than 16 hours:
 - Assist in planning and participating in a service approved by Group, District, Region or Association headquarters.
 - Half of the service should be provided as a Scout.
 - At least half of the service should be provided to units other than Scout.
 - Record the basic detail of the services, such as the organization, targets, time, location and content etc.
 - Present briefly the service experience to the Group or the public.

2. Understanding on the community and the local region

- a. To discuss a local current issue
 - Discuss with the patrol related topic such as hygiene, medical care, housing, poverty, new immigrants, education conservation and the environment. Understand its causes, impacts, and list some recent cases. Make suggestions to solve or allocate the problem.



b. Complete one of the following:

- I. Attain the Tourism (Interest) proficiency badge
- II. Learn how to communicate with people with special needs:
 - Learn how to communicate with people with special needs in daily life.
 - Enroll in workshops or courses related to people with special needs, such as courses on sign language and Braille training.
- III. Probe into the provision of community facilities and services:
 - Conduct a survey in your community on people with disabilities, the elderly, youth, minorities, new immigrants and low-income families. Examine use in community facilities and services.
 - Report the findings to your patrol, group or the public and suggest recommendations for improvement.

3. Global understanding

a. Discuss an international issue

- Discuss an international issue with other members, such as trade, world health, environment, international conflict, racism, refugees, peace, globalization, food crisis and animal protection. Understand its causes and impacts. List some recent cases, and suggest recommendation for improvement or alleviation.

b. Complete one of the following:

- I. Participate in the Jamboree on the Air/Jamboree on the Internet (JOTA/JOTI) and communicate with foreign scouts.
- II. Introduce foreign scout
 - Contact with a foreign scout regularly for at least 3 months. Learn the culture, daily life and scout life etc. of each other.
 - Share your experience to your patrol members in any means.
- III. Participate in an exchange program with overseas scouts
 - Participate in an exchange program, either held in Hong Kong or overseas. Learn the culture, daily life and scout life etc. of each other.

The real Scout spirit of thrift-that is to say, the spirit that makes one desire to be self-supporting in order to be more free to help others in their time of need.

童軍真正的目的是自給自足並可以在別人需要時隨時給予協助。



D. Environment

1. Ecological Environment

- a. Attain a proficiency badge related to environment which you have not attained in the previous Progressive Badges; such as Geologist (Interest), Naturalist (Interest), Smallholder (Interest), Conservator (Service) or Tree Carer (Interest) proficiency badge, World Conservation Badge or the World Scout Environment Badge.

2. Meteorology

- a. Teach one meteorological knowledge
 - Teach your patrol member a meteorological knowledge, such as factors of weather, types of clouds, and the effects on Scout activities of different weather condition, etc.
- b. Complete one of the followings:
 - I. Attain the Meteorologist (Interest) Proficiency Badge.
 - II. Introduce weather charts and record weather data in a week from a automatic weather station in a Scout campsite.
 - Obtain a weather chart from the Hong Kong Observatory or other meteorological organisations. State its function and basic legends, such as rain, showers, thunderstorms, snow, haze, fog, no wind, front and trough etc.
 - State the weather condition described by the weather chart.
 - Record the weather conditons for 7 days based on the automatic weather station from the Association and state the reasons behind the changes in weather conditions.

3. Crisis and protection

- a. Introduce the impact of human activities on the environment
 - Through delivering speech, organizing events, taking photos or videos, multimedia production or any other means, share these impacts with your patrol, such as the formation of acid rain, greenhouse effect, tropical rain forests destruction, ozone depletion, soil pollution, water pollution, light pollution and noise pollution.
- b. Plan and lead an environmental conservation project
 - Plan and lead an environmental conservation project, such as the conservation of biodiversity, improvement on air quality, reduction on noise pollution, improvement in water quality, reduction of waste production and sustainable use of energy. Example of projects include practise, promotion or education on programme.



E. New Experience

- 1. Participate in an activity you have never attempted and introduce it to your other patrol members**
 - Activities should be self-challenging and personal developing, e.g. rock climbing, adventuring.
 - Introduce this activity and share your experience with your patrol members through photographing, video taking, website, page in social networking sites, blog, or any other means of presentation.
- 2. Attain a Proficiency Badge (Instructor)**

If you are to do any good towards making a career for yourself you must be able to take responsibility. To be able to take responsibility needs confidence in yourself and knowledge of your job and practice in exercising responsibility.
如果你想在事業上有所成就，你就要學會擔負責任。要承擔責任，必須對自己有信心，對工作有足夠的專業知識，對執行責任有足夠的練習。