



Scout Pathfinder Award

For Scouts who are 11 or above and have attained the Membership Badge. Sea Scouts must choose 'Sea Activities' and Air Scouts must choose 'Air Activities' from the electives.



Complete the following:

A. Outdoor Challenge

1. Camp craft

- Participate in an overnight Scout camp.
- Pack up a rucksack for a weekend camp.
- Use potentially dangerous gears properly, e.g. gas lantern and gas stove, and understand the relevant safety procedures.
- Maintain camping gear.
- Clean, organize and store personal and patrol camping gear.

2. Adventure

- With proper gear and accompanied by a friend, complete a day journey of at least 8 km on foot, or 12 km by bicycle or by boat.
- Know maps and legends.
- Explain the different types of maps and their uses, and identify 10 different legend symbols shown on the map.
- Pack a rucksack for a 1-day journey to the countryside.
- Identify the items for personal use and the quantities needed and pack the rucksack based on the principles of packing.

3. Pioneering

- Demonstrate the use of knots and hitches commonly used in Scout activities, including reef knot, figure-of-eight knot, clove hitch, half hitch, overhand knot, bowline, sheet bend, round turn and two half hitches, timber hitch.
- Learn how to maintain ropes.
- Demonstrate how to coil a rope, and understand the importance of proper rope storage.

4. Outdoor activities (Elective)

- a. Know the safety guidelines for outdoor activities and the Country Code.
- b. Complete one of the following activities:
 - I. Take part in a tracking activity
 - II. Take part in a park orienteering activity
 - III. Take part in an activity using codes

5. Sea activities (Elective)

- a. Understand the safety guidelines for sea activities.
- b. Pass the Scout Association open water swimming test.

6. Air activities (elective)

- a. State the general safety rules for passengers in airports and aircrafts respectively.
- b. Complete one item :
 - I. Take part in an outdoor air activity
 - II. Name the parts of a modern aircraft (including fixed wing, helicopter, military aircrafts)
 - III. Know how to identify an aircraft and be able to identify 4 types of crafts in the Airman badge

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".



B. Personal Development

1. Physical Fitness

- a. Take part in a patrol activity involving sports or physical fitness.

2. Art, Creativity and Technology

- a. Know the patrol yell and use it in an activity to enhance team spirit.

3. Leadership

- a. Participate in one Patrol meeting and state the purpose in organizing Patrol meeting.

4. Spiritual Development

- a. Share personal experience in daily life on the subject of the Scout Law and Promise.
- b. Take part in a Scouts' own.

A good many young men find at twenty-two that they know practically all that there is to know and they want other people to know that they know it. When they get to thirty - two they find that they have still got one or two things to learn; at forty-two they are learning hard. (I am still doing so at seventy-three).

許多年輕人在二十幾歲就相信，他們已經知道了所有應知道的事，而且希望其他的人都知道這件事。三十幾歲時，卻發現還有一、兩件事等著他去學。到了四十幾歲，他們才知道，還有太多的事需要學習。

C. Society

1. Service

- a. Know and demonstrate how to handle accidents, e.g. nose bleed, burns, cuts and thorns, etc.
- b. Participate in a community service of at least 4 hours.
- c. Complete service of at least 4 hours approved by the Scout Leader, District, Region or Association headquarters.
- d. Record the details of the service, such as the organization, targets, time and location; and share the personal experience and feeling with other patrol members.

2. Community

- a. Using city-tracking, pictures, photos, sketches, atlas, online maps or other means, introduce to patrol members the community facilities near your home or troop base, e.g. police station, hospital, fire station, district office and public transport etc.



D. Environment

1. Nature

- a. Visit an exhibition or a place on the subject of nature environment or habitat
 - Together with patrol members, visit a relevant exhibition or place, e.g. Mai Po Nature Conservation Area, Sai Kung Coastal Park, Wetland Park, an organic farm or nature trail etc.

2. Meteorology

- a. Understand the difference between weather and climate and list their effects on outdoor activities
 - State the difference between weather and climate and briefly introduce the climate of HK, state the effects of various elements of weather, e.g. temperature, pressure, wind speed, humidity, rainfall, on outdoor scouting activities.

In the management of our Movement, there are two points only. One is that we are a very elastic institution. If a Scout Leader does not like the aims of the Movement, he is perfectly at liberty to go and play somewhere else. The other point is that there is a spirit of brotherhood amongst us, and the spirit of playing the game, and each playing in his own place. I cannot commend that spirit too highly, because it is the essential of success in a Movement like ours.

童軍運動有兩個特性：第一，它是一種很有彈性的組織，如果你不喜歡童軍運動的訓練及目標，你大可自由離去。第二點是「四海之內皆兄弟」的精神，這種精神才是最重要的，因它才是童軍運動成功的關鍵所在。