



Scout Advanced Award

For Scouts who have completed the Scout Standard Award, or aged 13 or above who have attained the Membership badge and have completed the Outdoor Challenge section of the Pathfinder and Standard Awards. Sea Scouts must choose 'Sea Activities' whereas Air Scouts must choose 'Air Activities' from the electives. Other Scout must follow the same elective as for their Scout Pathfinder Award and Scout Standard Award.



Complete the following:

A. Outdoor Challenge

1. Camp craft

- a. Be involved in planning and participate in a camping activity, and be responsible for one of these jobs –
 - Arrange meals in the camping, including designing menus, purchasing food and cooking;
 - Manage camp hygiene, including arrangement and implementation of work;
 - Be a camp quartermaster, including preparation, borrowing and returning of materials.
- b. Complete at least 6 camp gadgets as a patrol member. e.g. table, worktop, storage rack, shelter, notice board, water filter, food storage etc.
- c. Take part in a backwoods cooking activity.
 - Set up a fire using match and natural materials;
 - Cook food e.g. chicken, fish, egg in potato and onion, bread, etc.

2. Adventure

- a. Complete one item out of the following:
 - I. A two-day-and-one-night expedition.
 - As a patrol, plan and complete an expedition of at least 20 km on foot or 30 km by cycling or by boat;
 - The plan should at least contain the route (and the backup and emergency routes), estimated distance and time, weather forecast, personal and patrol equipment etc;
 - Record the expedition, covering at least the route (and the backup and the emergency routes), estimated distance and times, record of the journey and personal and patrol equipment.



II. Be involved in planning, participate in and record a night hike from evening to dawn.

- The plan should at least contain the route (and the backup and emergency routes), estimated distance and time, weather forecast, personal and patrol equipment etc;
- Record the expedition, covering at least the route (and the backup and the emergency routes), estimated distance and times, record of the journey and personal and patrol equipment.

b. Understand the relationship on ship between contour - lines and landform; identify various landform features from the contour - lines e.g. spur, valley, ridge, cliff, etc.

c. Demonstrate techniques of telling directions without using a compass – understand and demonstrate the survival skills of telling directions using the sun, stars and tree growth when lost in the wilderness.

3. Pioneering

a. Demonstrate how to tie the double sheetbend, fisherman's knot, rolling hitch, mousing, scaffold sling, common whipping and state their uses.

b. Select, use and maintain tools suitable for your pioneering project, e.g. ropes, poles, blocks, mallets and stakes etc.

c. Use at least 2 different types of lashing to build two pioneering projects: such as Skylon Weathercock, Skylite, 10-minute tower etc.



4. Outdoor activities (Elective)

- a. Complete the outdoor activities under the Scout Standard Award.
- b. Attain two of the following proficiency badges: Camper (Pursuit), Explorer (Pursuit), Pioneering (Pursuit), Backwoods Cooking (Pursuit)

5. Sea activities (Elective)

- a. Complete the sea activities under the Scout Standard Award.
- b. Attain the Boatman badge.
- c. Attain a proficiency badge related to sea activities.

6. Air activities (Elective)

- a. Complete the air elective under the Scout Standard Award.
- b. Attain the Intermediate Air Activity Badge.
- c. Understand the basic effect of aviation meteorology, e.g. Thunder, rain and fog, on flight safety and what weather condition will be formed under different conditions.

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 "Sea activities".



B. Personal Development

1. Physical Fitness

- a. Complete one item:
 - I. Attain a proficiency badge related to health and fitness that you have not attained in the previous progressive badge, e.g. Athlete (Interest), Canoeist (Interest), Dragon Boatman (Interest), Horseman (Interest), Rowing Boatman (Interest), Windsurfer (Interest), Archery (Pursuit), Boatswain (Pursuit), Orienteer (Pursuit), Master-at-arms (Pursuit), Marksman (Pursuit) or Skin Diver (Pursuit) etc;
 - II. Implement and record a 4 to 6 week long physical training plan
 - Implement the training and record weekly progress.
 - III. Introduce the process of human growth and development and the impact of bad habits on health
 - Bad habits such as alcohol, cigarettes and drug and solvent abuse on health through arranging activities, compiling electronic media, promotion material or other means.
 - IV. Promote a topic related to healthy living, e.g. prevention of HIV, infections diseases and drug abuses, and take part in the related seminar or visit an exhibition. Then promote the theme through organizing an activity, compiling a multi-media promotional material or through other means.

2. Art, Creativity and Technology

- a. Attain a proficiency badge related to art, creativity or technology which you have not attained in previous progressive badge, e.g. Photographer (Interest), Communicator (Pursuit), Computer (Pursuit), Electronics (Pursuit), Mechanics (Pursuit) or Jobman (Service).
- b. Complete one item:
 - I. Take part in a performance during activities of patrol, e.g. drama, magic tricks, singing, troop or group performance of musical instruments, dancing, puppet show etc.
 - II. Create an artwork for the patrol, troop or group, e.g. painting, glass painting, leathercraft, wax adornment, sculpture, ropecraft, sweets or cakes etc.
 - III. Compose and perform a patrol song for the patrol.
 - IV. Make a model with proper scale using appropriate materials, e.g. a campsite, a pioneering project, a plane or a boat etc.



- V. Promote the activities of the patrol, troop or group using I.T., e.g. build a website, page in social networking sites, blogs, taking digital videos for making an electronic poster.
- VI. Make a electrical animal, insect or similar model - explain the ideas, the components and the working principles.

3. Leadership

- a. Participate in a Patrol Leaders' Council meeting and execute one of its decisions.

4. Spiritual Development

- a. Undertake a duty in the patrol, troop or group for not less than 3 months.
- b. Complete one item:
 - I. Participate in a religious / spiritual development activity or religion-related activity, e.g. Duty to God Day;
 - II. Share your personal religious belief and habits; and their relationship with the scouting movement.



C. Society

1. Service

- a. Pack a patrol first aid kit suitable for an two-day-and-one-night outdoor activity, and know how to use the items in the kit.
- b. Demonstrate how to treat a wound, bleeding, heat stroke, and heat exhaustion with the correct use of dressings and bandages; know the reasons and way of treatment for heat stroke and heat exhaustion.
- c. Know how to plan community activities – states the procedures for planning a community activity and provide a time and work schedule for the planning process.
- d. Assist in planning and take part in service of at least 12 hours approved by the Group, District, Region or Association headquarters. Half of the service must be provided as a scout. Record the details of the service, such as the organization, targets, time and location.

2. Community and local awareness

- a. Complete one item:
 - I. Attain a badge related to understanding of community, e.g. Civics (Service), Disability Awareness (Service), or the Community Involvement Badge etc.
 - II. Introduce the organization and functions of the District Council and the Legislative Council and explain to the patrol the importance of voting.
 - III. Participate in one disability awareness activity and know their individual needs with your patrol members.

3. Knowing the world

- a. Complete one item:
 - I. Introduce an international organization including its purpose, aim and work to the patrol.
 - II. Introduce a scouting organization in another country / region, including its structure of youth sections and activities to the patrol.



D. Environment

1. Ecological environment

- a. Introduce the ecological environment of Hong Kong, types and diversity and distribution of flora and fauna. List the endangered species in Hong Kong and the threats upon them.
 - Using photos/videos, multimedia and other means;
 - Introduce 10 endangered species in Hong Kong and the threats upon them.

2. Meteorology

- a. Complete one item:
 - I. Introduce the principle behind the formation of the four seasons. Use drawings, movie clips, electronic multimedia, models or other means to introduce the principle
 - II. Introduce the 24 solar-terms - state the features of Vernal Equinox, Summer Solstice, Autumnal Equinox and Winter Solstice. Briefly explain the relationship between the 24 solar-terms and local customs.
- b. Complete one item:
 - I. Introduce the climate of Hong Kong and list the patrol activities suitable for different climates;
 - II. Introduce the commonly used weather terminologies, meanings of the warnings and contingency measures implemented by the association for inclement weather.

3. Crisis and protection

- a. Complete one item:
 - I. Explain the work for 'sustainable development' in Hong Kong - know the 3 elements, including environment & ecology, society and economy and their respective importance. Introduce the work done by the Hong Kong Government and other organizations on sustainable development.
 - II. Take part in environmental conservation work of not less than 1 day, or on 2 occasions.
 - Examples of environmental conservation: conservation on biodiversity, improvement in air quality, reduction in noise, improvement in water quality reduction of solid wastes or the use of sustainable energy;
 - Examples of work: practices, promotion and education.



E. New Experience

- 1. Participate in an activity you have not attempted before and introduce it to your patrol members**
 - Introduce this activity and share your experience with your patrol members through photographs, video, website, page in social networking site, or any other presentation means.