

## Scout Standard Award

For Scouts who have completed the Pathfinder Award, or aged 13 or above who have attained the Membership badge and have completed the Outdoor Challenge section of the Pathfinder Award. 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.



Complete the following:

### A. Outdoor Challenge

#### 1. Camp craft

- a. Participate in a scout camp and share the experience with others using articles, speeches, videos/photos or other means.
- b. Pitch, pack and store a tent
  - Know the different types of tents;
  - Demonstrate pitching, packing and storing them.
- c. Complete at least 4 camping gadgets as a member in a patrol, such as setting the boundary, a camp gate, a hanging rack, rubbish processing facility etc.
- d. Demonstrate how to start a fire using natural material / wood
  - Understand the elements of a fire, identify natural materials which can be used as fuel;
  - Demonstrate setting up the wood and material and start a fire;
  - Use the fire to boil water.
- e. Know and experience outdoor cooking
  - cook a simple dish, make a hot drink and clean up afterwards.

#### 2. Adventure

- a. Complete a journey of at least 12 km on foot or 18 km by bicycle or boat. Share the experience using articles, speeches, videos/photos or other means.
- b. Understand scale and distance
  - Point out 2 types of scales used on maps;
  - Identify the relationship between scale and distance;
  - Demonstrate how to convert between actual distance and distance on a map.



- c. Demonstrate how to position a map and its purpose; and use topography, landscape, landmarks and compass to position a map correctly in countryside.
- d. Use a compass and map to identify your location
  - Understand the grid north, magnetic north, true north and the coordinate system;
  - Demonstrate using a map and compass to identify your location;
  - Demonstrate how to locate yourself using 4-digit and 6-digit coordinates.

### 3. Pioneering

- a. Demonstrate how to tie the square lashing, diagonal lashing, figure of eight lashing, shear lashing and shear leg; and state their uses.
- b. Follow the safety guidelines for pioneering
  - Learn and follow the safety guidelines during a pioneering activity.
- c. Conduct a pioneering activity using knots, hitches and lashings, e.g. scout staff ballista, bouncing bazooka, guided missile launcher or patrol swing bridge etc.

#### 4. **Outdoor activities (Elective)**

- a. Complete the 'Outdoor activities' under the Pathfinder Award.
- b. Attain a proficiency badge related to outdoor activities, such as Park Orienteering (Interest), Naturalist (Interest), Geologist (Interest), Footdrill (Interest) etc.
- c. Complete one of the following, which was not used in attaining previous progress badge:
  - I. City-tracking
  - II. A communication activity involving the use of codes, semaphores or similar means of communication.

#### 5. **Sea activities (Elective)**

- a. Complete the Sea activities under the Pathfinder Award.
- b. Attain the Boatman badge.
- c. Take part in a Sea activity other than the Standard Boat at a Scout Sea Activity Centre.

#### 6. **Air activities (Elective)**

- a. Complete the Air activities under the Pathfinder Award.
- b. Attain the Basic Air Activity Badge.
- c. Complete one item:
  - I. Understand how wind affects flying activities;
  - II. Understand the aviation law related to flight safety

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 physical fitness, e.g, Sportsman (Interest), Cyclist (Interest), Archery (Interest), Swimmer (Interest) or Canoeist (Interest) etc;
  - II. Plan and prepare a meal
    - Understand the importance of a balanced diet;
    - Design a menu for a meal following the recommendations of a food pyramid;
    - Cook the meal with your patrol member.

### 2. Art, Creativity and Technology

- a. Take part in a campfire or lantern night.
- b. Complete one item:
  - I. Attain a proficiency badge related to art and creativity, which was not used in attaining previous progressive badge e.g. Artist (Interest), Modelmaker (Interest), Music (Interest), Craftsman (Pursuit) etc.
  - II. Attend an arts performance.
  - III. Visit an art exhibition.
  - IV. Sing your patrol song.
  - V. Visit a science exhibition.
  - VI. Make a electronic tool
    - State its use and how it works.

### 3. Leadership

- a. Participate in one Patrol activity (indoor or outdoor).

### 4. Spiritual Development

- a. Take part in a Scouts' own.
- b. Complete one item:
  - I. Introduce a religion to your patrol, including its historical background and traditions etc.
  - II. Introduce a belief to your patrol, such as views on life, values , world views and world harmony etc.



## C. Society

### 1. Service

- a. Demonstrate how to conduct a basic diagnosis of an injury and how to make a call for emergency services during an accident.
- b. Pack a personal first-aid kit suitable for a 1-day outdoor activity
  - Know how to use the items in the kit.
- c. Know and participate in community activities
  - State the importance of participating in community activities;
  - Identify the needs of the communities where you live in or where your troop is based in;
  - The type of community events that can be planned
- d. Complete service of at least 8 hours approved by the Scout Leader, District, Region or Association headquarters. Record the details of the service, such as the organization, targets, time and location in the service.

### 2. Community and local awareness

- a. Participate in or be an audience in local cultural practices or traditional festivals, e.g. dragon dance, lion dance, Piu-sik Parade, dragon boat racing, fire dragon dance, Chinese operas for Deities, blessing, and the Cantonese Operas etc.

### 3. Knowing the world

- a. Introduce a foreign activity or culture
  - Learn a foreign activity or culture, e.g. songs, games, activity, language etc; and share it with your patrol members.



## **D. Environment**

### **1. Ecological environment**

- a. Introduce the food chain, biological networks and ecological cycle using drawing, electronic media or other means.

### **2. Meteorology**

- a. Complete one item out of the following:
  - I. Introduce the measurement of wind speed and wind directions using drawings, model making or other means and explain the principles behind;
  - II. Introduce the formation of clouds and 10 basic types of clouds by using drawings, videos/photos, electronic media or other means. Explain the water cycle.

### **3. Crisis and protection**

- a. Complete one item out of the following:
  - I. Understand the effects of natural disasters on the environment, how natural disaster are predicted and the respective recovery action.
  - II. Understand the principles and concept of “Leave No Trace” and how it can be applied in scout activities.



## **E. New Experience**

- a. Participate in an exchange activity held with another scout group or organization.