

SECTION 5 - SCOUTCRAFT AND INTEREST BADGES

TESTING FOR BADGES

- Rule 504.4** It is desirable that an ADC- Cub Programme and an ADC- Scout Programme be appointed in every District to assist the DC in ensuring that, in general, the standards of the youth programmes in the Groups are maintained and, in particular, that attractive programmes are run in Packs and Troops; that sufficient, competent Interest Badge examiners are appointed by the LA (Rule 505.2.9); and that District training activities are held, including District Interest Badge courses for Scouts.
- Rule 807** **Scout Scoutcraft and Interest Badges**
- Rule 807.1** The six Scout Interest Badges gained for the Explorer/Sea Explorer/Air Explorer Badge are worn grouped around the Advancement Badge(s) on the left sleeve. The badges as earned are worn in the order shown in **Badge Chart 6**.
- Rule 807.2** All other Scout Interest Badges are worn on the right sleeve in four parallel rows 0,5 cm apart centred on the mid-line of the shoulder strap and with the top edge of the top row 5,0 cm from the shoulder seam. The badges as earned are positioned and worn in the order shown by the numbers in **Badge Chart 5**.
- Rule 807.3** Scoutcraft Badges are removed from the shirtsleeve when the equivalent Interest Badge is earned, with the Interest Badge worn in place of the corresponding Scoutcraft Badge.
- Rule 1107.9** Methods of examination. Unless otherwise specified, the method of examination of requirements for the Scout Interest Badges shall be as given in Rule 1102.1.
- Rule 1102.1** The requirements for Scoutcraft and Interest Badges must be passed to the satisfaction of either a Scouter or an independent and qualified examiner, as specified by the Local Association and Provincial Commissioner.
- Local Associations may in special circumstances be authorized by the Provincial Commissioner to grant the badges on activities other than those laid down, provided that the tests
- (a) are not easier than the requirements in The Scout Badge Book, and
 - (b) fulfil the same general purpose.
- Rule 1102.2** Examiners should bear in mind that the standard of proficiency is not so much the quality of knowledge or skill as the amount of effort put into acquiring such knowledge or skill.

Common Myths about Scoutcraft & Interest Badges:

- A Scout must complete a badge within one year. False. A Scout can continue to work on any badge until they reach the age of 18.
- At least two Scouts must work together on a badge. This is called the "Buddy System". False. A Scout must present themselves to a Scouter or examiner with a buddy being present; however, their buddy can be a friend or relative, male or female, adult or youth.
- A Scout can only work on "X" number of Scoutcraft badges at one time. False. They can work on as many as they desire beginning the day they joins the troop. Interest badges are design for older scouts from the age of 13 years upwards. Some even have an age requirement that must be meet before beginning.
- A parent cannot be their child's badge examiner. False. While one of the purposes of earning a badge is to interact with other adults, it is possible for a parent to examine their child (as long as they are a registered examiner for that badge).
- Similar tasks performed for one badge or advancement item cannot be used for another. False. As long as the Scout has completed the task as stated in the requirements, they have completed the task, unless specific requirements state otherwise.
- A Scout must have approval from their Troop Scouter prior to meeting with a badge examiner. True. The Troop Scouter should provide a list of valid examiners that have committed to working with the Scouts of their troop. The Troop Scouter must approve the application prior to this meeting.
- Scoutcraft or Interest badge examiners are subject to the decisions of the Group committee or Troop Scouter when in doubt concerning a requirement. False. If a Scoutcraft or interest badge examiner has a question concerning their understandings of a Scoutcraft or interest badge requirement, they should contact the Assistant District Commissioner (Scout Programme) or District Commissioner. No Troop, Group, District or Province has the authority to change or modify any requirement for any reason.
- Scoutcraft or interest badge examiners have a lot of leeway as to deciding if a requirement has truly been completed. True. No tasks should be added to or deleted from the national requirements, however, the examiner must show discretion when accepting or rejecting a Scout's task completion.
- If the Troop, District or Provincial advancement coordinator suspects that the examiner did not follow the guidelines and approved an application, the badge can be withheld. False. If a registered badge examiner approves a badge, it must be awarded. There is no troop review process for Scoutcraft, Interest and Challenge Award badges. If an examiner is suspected of not following the guidelines, the Assistant Provincial Commissioner (Scout Programme) should be notified immediately. Badge examiners serve at district/ or provincial level, even if they only work with Scouts from a single troop. Please also note that badges placed on the provincial hot list need to have the examiner approved before a Scout starts a badge. Failure to do this could lead to a scout not gaining their Springbok award if these badge need to be counted toward the award.

LIST OF SCOUTCRAFT BADGES

SCOUTCRAFT BADGE	EQUIVALENT INTEREST BADGE
1. Airmanship	Air Spotter
2. Air Planner	Air Navigator
3. Athletics	Athlete
4. Camping	Camp Quartermaster
5. Canoeing	Canoeist
6. Conservation	World Conservation
7. Computer Pilot	Virtual Aviator
8. Fires and Cooking	Cook
9. First Aid	First Aid
10. Fitness	Physical Fitness
11. Food for Life - Starter	Non
12. Food for Life - Silver	Food for Life - Gold
13. Hiking	Hike Leader
14. Map Reading	Mapping – Advanced Navigator
15. Observation	Veldcraft
16. Patrol Activities	Patrol Leadership
17. Pioneering	Pioneer
18. Religion and Life	Religion and Life
19. Sailing	Helmsman
20. Survival	Backwoodsman
21. Swimming	Swimmer
22. Watermanship	Boatman

LIST OF INTEREST BADGES

1. Advanced Navigation
2. Air Glider
3. Air Mechanic
4. Air Meteorologist
5. Air Navigator
6. Air Spotter
7. Air Traffic Controller
8. Archaeologist
9. Archer
10. Artist
11. Astronomer
12. Athlete
13. Backwoodsman
14. Boardsailing
15. Boatman
16. Boatswain
17. Cameraman
18. Campfire Leader
19. Camp Quartermaster
20. Canoeist
21. Carpenter
22. Chess Player
23. Civil Defence (Disaster Management)
24. Collector
25. Cook
26. Craftsman
27. Cyclist
28. Designer
29. Draughtsman
30. Electrician
31. Electronic Engineer
32. Entertainer
33. Farmer
34. Firefighter
35. First Aid
36. Fisherman
37. Food for Life - Gold
38. Forester
39. Gardener
40. Genealogy
41. Geologist
42. Guide
43. Handyman
44. Helmsman
45. Hike Leader
46. Horseman
47. Journalist
48. Leatherworker
49. Lifesaver
50. Linguist
51. Mapping
52. Marksman
53. Master-at-Arms
54. Mechanic
55. Metalworker
56. Micro Computer
57. Model Aero Engineer
58. Model Engineer
59. Motorboatman
60. Musician
61. Numismatist
62. Ornithologist
63. Patrol Leadership
64. Petkeeper
65. Philatelist
66. Photographer
67. Physical Fitness
68. Pioneer
69. Plumber
70. Public Health
71. Reader
72. Religion & Life
73. Rock Climbing
74. Safety Code
75. Scribe
76. Ship Quartermaster
77. Signaller
78. Snorkelling
79. Space Explorer
80. Speaker
81. Sportsman
82. Swimmer
83. Veldcraft
84. Virtual Aviator
85. Voyager
86. Water Biologist
87. Wave Rider
88. Weatherman
89. Woodcraftsman
90. World Conservation
91. World Friendship