

## SECTION 2: THE SCOUT

### THE SCOUT PROMISE

**Rule 106** On investiture, Scouts and Rover Scouts make, or where appropriate, re-affirm the Scout Promise.

***The Scout Promise is:***

"On my honour I promise that I will do my best -  
to do my duty to God, and my Country;  
To help other people at all times;  
To obey the Scout Law".

### THE SCOUT LAW

**Rule 110.1** ***The Scout Law is:***

1. A Scout's honour is to be trusted.
2. A Scout is loyal.
3. A Scout's duty is to be useful and to help others.
4. A Scout is a friend to all and a brother to every other Scout.
5. A Scout is courteous.
6. A Scout is a friend to animals.
7. A Scout obeys orders.
8. A Scout smiles and whistles under all difficulties.
9. A Scout is thrifty.
10. A Scout is clean in thought, word and deed.

### THE SCOUT MOTTO

**Rule 108.2** The Scout Motto is: "Be Prepared."

### ADMISSION TO THE SCOUT TROOP

**637** **Eligibility as a Cub**

A boy or girl may be admitted to the Wolf Cub Pack at the discretion of the PS, and in accordance with Group Scouters' Council policy, at the age of not less than seven years. A Cub may, "go up" to the Troop at the age of ten years and six months after consultation between the PS and TS. Each Cub must be assessed on individual circumstances. A Cub may remain in the Pack until reaching the age of eleven. The Group Scouters' Council shall however not adopt a policy that the Cubs remain in the Pack beyond the age of eleven years without the approval of the Provincial C.

**Rule 647** A boy or girl may be admitted to the Scout Troop after turning eleven, or in the case of a Cub at the discretion of the TS and in accordance with Group Scouters' Council policy at ten years and six months.

A Scout may remain in the Troop until reaching the age of eighteen.

On the recommendation of the Provincial Commissioner, the National Commissioner for Scout Programme shall have the option of extending the time allowed for any scout over the age of eighteen who still wishes to complete the Springbok Award.

**Rule 648      INVESTITURE**

The investiture of a young person as a Scout is one of the most important events in the individual's life. It is essential, therefore, that the investiture be properly carried out by the TS after careful preparation. It is desirable that responsible adult's be invited to the investiture ceremony.

Details of the investiture ceremony are given in current SA Scout literature, and on official Wood Badge training courses. If no proper investiture ceremony is carried out the person cannot be regarded as a Scout.

On investiture the person becomes a Scout and is entitled for the first time to wear Scout uniform and badges. Responsible adults and invested Scouts only may attend the Investiture.

Part of the preparation for investiture includes being told of the adventurous life of the founder, and something of the history of the Movement.

The person to be invested must hold the Link Badge or have completed the requirements for Troop membership described in the Scout Badge Book.

**Rule 1107      THE SCOUT TRAINING PROGRAMME**

The general scheme of the Scout training programme is given below. It is designed to provide a progressive system of training, interesting and challenging to the Scout, and flexible enough to make provision for the interests of Scouts and for local circumstances.

The programme consists of four parts: the Advancement Badges, Scoutcraft Badges, Interest Badges, and Challenge Awards.

**Rule 1107.1** On joining the Troop a boy/ girl must hold the Link Badge or else complete the requirements for Troop Membership as soon as possible and preferably within three weeks.

**Rule 1107.2** There are six stages of Advancement Badges:

- Link Badge / Troop Membership
- Pathfinder
- Adventurer
- First Class
- Explorer/Sea Explorer/Air Explorer
- The Springbok Scout Award

The requirements for each are set out in Chapter 3 and the *Scout Badge Book*.

**Rule 1107.3** Challenge Awards may be created from time to time. These badges will be available for any Scout who wishes to earn them, unless otherwise specified, and shall not be part of the advancement programme.

**Rule 1107.4** Scoutcraft Badges and Interest Badges for different subjects for Scouts. Except for the badges required for the "Advancement Programme" which may only be earned when the Scout is over 14 years of age or when the Scout is working on the advancement level for which the badge is required, these badges may be earned by any Scout regardless of age provided that the Scout qualifies fully under the conditions laid down. While there is no bar to a Scout qualifying in additional alternatives for a badge, no additional insignia shall be issued or worn.

Requirements for the Scoutcraft and Scout Interest Badges are as laid down in the *Scout Badge Book*.

**Rule 1107.5** Scouts may not wear Advancement or Interest Badges gained as Cubs except for the Leaping Wolf Badge and the Link Badge.

**Rule 1107.6** While certain badges are primarily designed for Sea and Air Scouts, all badges may be earned by any Scout, provided that satisfactory arrangements for testing can be made.

**Rule 1107.7** After investiture a Scout may earn and wear any Scoutcraft and Interest Badge, except for the badges required for the "Advancement Programme" which may only be earned when the Scout is over 14 years of age or when the Scout is working on the advancement level for which the badge is required, provided that the Scout qualifies fully under the conditions laid down for the relevant badge.

**Rule 1107.8** Scoutcraft Badges and Interest Badges will be distinguished by their design and colour.

**Rule 807.3** Scoutcraft Badges are removed from the shirt sleeve when the equivalent Interest Badge is earned, with the Interest Badge worn in the place of the corresponding Scoutcraft Badge.

**Rule 1111.2 DIRECT ADVANCEMENT AND DIRECT ENTRY**

Direct advancement for a Scout is permitted in exceptional cases up to the ceiling of First Class, in order to allow the Scout to advance with their peers or the new entrant to commence at the level of his/her peers. Permission for direct advancement must be obtained from the Provincial Commissioner on the recommendation of the Group Scouter. Once a Scout has been invested they may proceed directly to complete the requirements for, and be awarded, the Adventurer or First Class Badge without being awarded the intermediate Advancement Badge or Badges, according to the following table. (See also Rule 647).

Advancement level to be awarded	Minimum age of Scout or school standard in. which Scout must be for direct advancement	
Adventurer	12 ½	Grade 9
First Class	14 ½	Grade 10

In the course of completing the requirements at the entering level the Scout must display skills commensurate with those of other Scouts of the same age or school grade.

**Rule 1111.3    PROGRESS THROUGH THE ADVANCEMENT PROGRAMME**

Once a Scout has been invested he or she must complete each stage of the advancement programme before starting the next, as the system is progressive. A scout who is granted "Direct Advancement" by the Provincial Commissioner is not required to carry out activities below the entry levels stated in rule 1111.2.

Scouts may only be awarded the Explorer, Sea Explorer or Air Explorer Badge after they have completed the First Class Badge. The Top Award or Springbok Badge may only be awarded after they have completed one of the Explorer Badges."

**Rule 1111.4** Before being awarded the Pathfinder Badge, a Scout must fulfil the requirements as set out in The Scout Badge Book. The badge is worn as in Rule 806. **(See Badge Chart 6.)**

**Rule 1111.5** Before being awarded the Adventurer Badge, a Scout must, subject to Rule 1111.2, fulfil the requirements as set out in The Scout Badge Book. The badge is worn as in Rule 806. **(See Badge Chart 6.)**

**Rule 1111.6** Before being awarded the First Class Badge, a Scout must, subject to Rule 1111.2, fulfil the requirements as set out in The Scout Badge Book. The badge is worn as in Rule 806. **(See Badge Chart 6.)**

**Rule 1111.7** Before being awarded the Explorer/Sea Explorer/Air Explorer Badge, a Scout must hold the First Class Badge and fulfil the requirements as set out in The Scout Badge Book. The badge is worn as in Rule 806. **(See Badge Chart 6.)**

**Rule 1111.8** Before being awarded the Springbok Badge, a Scout must:

- be sixteen years old or have passed Grade 10;
- hold the Explorer/Sea Explorer/Air Explorer Badge;
- fulfil the requirements as set out in The Scout Badge Book.

The badge is worn as in Rule 806. **(See Badge Chart 6.)**

A certificate issued over the signature of the Chief Scout is awarded to a Scout who qualifies for the Springbok Scout Award.

**Rule 801        General Badges Worn By All Ranks**

These badges are worn, as described, on the shirt, or in a similar position on the jersey or blouse.

**Rule 801.1     World Scout Badge**

**Rule 801.1.1   In uniform**

The World Scout Membership Badge in cloth, as described in Rule 212.4, is worn by members who make the Promise in terms of Rules 106 to 108, on the left breast pocket with the centre of the badge mid- way between the peak of the pocket flap and the lower edge of the pocket **(see Badge Chart 5)**, or in a similar position on ladies' uniforms.

**Rule 801.1.2** In civilian clothes: the official-pattern metal World Scout badge may be worn on the left lapel of the jacket, or as a tiepin, by all members of the Movement (Rule 105).

**Rule 801.2     Scout Tape**

All members may wear the official name tape, showing the word "SCOUTS", on the uniform left breast pocket flap or in a similar appropriate position on ladies'

uniforms. Warranted Scouters may replace this tape with tapes appropriate to their rank showing the names, Assistant Pack Scouter, Assistant Troop Scouter, Pack Scouter, Troop Scouter, Group Scouter or Commissioner. Unwarranted Scouters acting in these ranks may wear the appropriate coloured shoulder tape. Invested Rovers may replace this tape with a tape reading "ROVERS".

**Rule 801.3 Group and Provincial Nametapes**

Indicating the name of the Group, or in the case of Commissioners the name of the Province or of SAHQ, are worn: By SCOUTS and SCOUTERS: at the top of the right sleeve.

By Commissioners: at the top of both sleeves. By District Scouters (Rule 528.1): at the top of both sleeves a nametape "District Staff"; A tape carrying the words "South Africa" is worn by members attending approved international events, at the top of both sleeves. The tapes are worn abutting the shoulder seam and centred to the shoulder strap. Members of the South African Training Team wear an additional nametape: "SA Training Team", immediately below and abutting upon the Group or Province or SAHQ nametapes.

**Rule 801.4 District Emblems**

Where authorised under Rule 918 District emblems are worn on the right-hand shoulder strap with the lower edge of the emblem 0.5 cm from the point where the shoulder strap joins the sleeve. **(See Badge Chart 3)**. The wearing of District emblems shall at no time be compulsory.

**Rule 801.5 Provincial Emblems**

As authorised under Rule 918 Provincial emblems are worn on the right-hand breast pocket of the shirt centred between the sides of the pocket and between the peak of the pocket flap and the lower edge of the pocket. **(See Badge Chart 8)**.

**Rule 801.6 Award Emblems**

**Rule 801.6.1**

Cloth emblems are worn 0,5 cm above the top edge of the right-hand breast pocket, or similar position on ladies' uniforms. These emblems are worn in the following order, starting from the centre of the body:

- Gallantry Awards (including the Cornwell Scout Award)
- The Bronze Wolf Award of the World Organisation of the Scout Movement
- Merit Awards (including the Meritorious Conduct Award)
- Merit Awards by national Scout and Guide Associations
- Long Service Awards (Scouters only)
- The BP Award cloth emblem (worn by Scouters who have earned this award as a Rover)
- The King's Scout/Queen's Scout/Springbok Scout Badge cloth emblem (worn by Scouters who have earned one of these badges as a Scout); And are positioned as follows (looking at the shirt):

If one of the above is held, the cloth emblem is worn with the mid-point of the emblem in line with the mid-point of the pocket. **(See Badge Chart 8.)**

If two awards are held, the cloth emblems are positioned so that the left-hand edge of the emblem nearest the breastbone abuts against the right-hand edge of the emblem nearest the arm, with the join in line with the mid-point of the pocket. **(See Badge Charts 8a and 8b.)**

If three awards are held, the cloth emblems are positioned abutting each other in the order of precedence described above so that the overlap at each side of the pocket is equal. **(See Badge Chart 8c.)** If four awards are held, the Gallantry (or Meritorious Conduct Award) is worn in a second row above and abutting the centre cloth emblem in the row below.

For Scouts and Cubs, the Gallantry and Meritorious Conduct Awards are centred as in Badge Chart 2. If one of these awards is held, it is worn in the position described in (a) above.

**Rule 801.6.2** When the actual Awards are worn, they are (with the exception of the Bronze Wolf, and the Orders of the Silver Springbok and the Silver Protea) pinned on to the cloth Award emblem with the upper edge of the brooch fastener in line with the upper edge of the cloth emblem.

**Rule 801.7 Temporary Emblems**

**Rule 801.7.1** Temporary emblems for jamborees, National or Provincial events (Rule 1001.8.1) are worn on the right breast with the lower edge 7cm above the right pocket and with the left hand edge of the emblem in line with the left hand edge of the pocket. **(See Badge Chart 2)**

**Rule 801.7.2 Recruiter Badge,** Silver for recruiting one member and Gold for recruiting 5 members (Rule 1001.8) are worn 0.5cm above the right pocket and with the left hand edge of the emblem in line with the left hand edge of the pocket. **(See Badge chart 2)**

**Rule 801.8 Scout Wings**

The Badge is worn by Scouts and Scouters who have qualified for the Scout Wings in terms of Rule 645.6. The badge is worn indefinitely by Scouts who have flown solo. Scouters who have ceased to train for the Private Pilot's licence must cease to wear the badge.

**Scout Wings are awarded in five categories, as follows:**

**Rule 801.8.1** A gold wing superimposed on pale blue background with a silver laurel around the Scout Badge in the centre, worn by any Scout or Scouter who has passed his or her final flight test in power flying or in a glider.

**Rule 801.8.2** A silver wing superimposed on pale blue background with a silver laurel around the Scout Badge in the centre, worn by any Scout or Scouter who has qualified for a student pilot licence in power flying after performing one solo flight, or after completing 3 solo flights in gliders.

**Rule 801.8.3** A silver wing superimposed on pale blue background with a yellow parachute in the centre, worn by any Scout or Scouter who has executed five parachute jumps.

**Rule 801.8.4** A silver wing superimposed on pale blue background with a red paraglider in the centre, worn by any Scouter who has executed four paraglider flights.

**Rule 801.8.5 Air Force Wings.** All Commissioners for Air Activities of all ranks and all Air Troop Scouters who qualify for wings in the South African Air Force may wear Air Force Wings on Scout uniform. Ref. Authority AG(3) 154/30 of 6/9/46. Wings are worn on the left breast with the lower edge 1,0 cm above and centred to the mid-point of the upper edge of left-hand breast pocket. SCOUTS who qualify for more than one wing may wear only one such emblem at a time. The emblem may be of their own choice.

**Rule 801.9 Cub Camping Certificate Badge**

Where a Cub Camping Certificate has been awarded under Rule 917, the badge is worn in the position specified for the Charge Certificate emblem in Rule 808.3. Should the holder be authorised to wear the Charge Certificate emblem as well as the Cub Camping Certificate Badge, then the badge shall be worn towards the centre above the pocket, with its right hand edge adjacent to the left hand edge of the Charge Certificate emblem. **(See Badge Chart 5.)**

**Rule 801.10 Charge Certificate Emblem See Rule 808.3.**

**Rule 801.11 Designated Rank: Chaplain**

A Chaplain in uniform wears, on the right breast with the point 8.0 cm above the right-hand breast pocket and centred to the mid-point of the upper edge of the

pocket, a cloth badge with a green back-ground on which is superimposed a yellow cross bearing the arrowhead in the centre. (An alternative design is available for Jewish Chaplains).

**Rule 801.12 Aids Badge**

Once Scouts have completed section 16 of the Adventurer level of the Advancement programme they are permitted to wear the AIDS awareness crossed ribbon badge level with the left hand edge and 3cm above the right pocket of their uniform.

**WEARING OF ADVANCEMENT BADGES**

**Rule 803. The Link Badge**

The Link Badge, when earned, is worn on the left sleeve of the shirt with the upper edge of the badge 7,0 cm below the shoulder seam and centred to the shoulder strap. (See Badge Chart 4). Cubs who have earned the Link Badge continue to wear it in the Scout Troop until it is replaced by the Pathfinder Badge.

**Rule 805. Scout, Sea Scout, Air Scout and Rover Scout Badges**

Scouts, Sea Scouts, Air Scouts and Rover Scouts, wear the badges mentioned in Rule 801 and the following badges with certain defined differences:

**Rule 805.1 Hat Badges**

**Rule 805.1.1**

Scouts wear the South African arrowhead badge in metal on the front centre of the Scout hat with the bottom of the badge 1,0 cm above the hatband.

**Rule 805.1.2**

On the Scout beret, the metal badge is positioned on the left front over the left eye with the bottom of the badge 1,5 cm above the leather rim.

**Rule 805.1.3**

On the Scout hike cap, a cloth South African Scout arrowhead badge is worn in the centre front of the cap, 1,5 cm above the peak.

**Rule 805.1.4**

On the Sea Scout cap a black cap tally is worn with the South African Scout arrowhead badge embroidered on the front centre.

**Rule 805.1.5**

Rover Scouts wear the metal RS badge, in silver with a red background, on the Scout hat or beret in the position described in Rule 805.1.1.

**Rule 805.2 Patrol Colours**

The identity of a Patrol is indicated by a circular cloth patch, measuring 4,5 cm in diameter, featuring the Patrol emblem in the two Patrol colours as defined in the South African list of Patrol names. The Patrol patch is worn centrally on the left sleeve 0,5 cm below the mid-point of the left shoulder strap where it joins the sleeve. **(See Badge Chart 6.)**

The official list of South African Patrol badges available is:

Albatross	Gemsbok	Leopard	Sable
Bat	Giraffe	Lion	Sabre (air)
Bokmakierie	Goshawk	Mirage (air)	Sandpiper
Buccaneer (air)	Hartebeest	Mosquito (air)	Seagull
Buffalo	Heron	Owl	Seal
Cape Robin	Hippo	Pelican	Spitfire (air)
Cheetah	Impala (land)	Penguin	Springbok
Crocodile	Impala (air)	Petrel	Swift
Cobra	Jaguar (air)	Phantom (air)	Tomcat (air)
Crow	Kestrel	Puffadder	Turtledove
Eagle	Kingfisher	Python	Whale

Eland	Kudu	Rhino	Wildebeest
Elephant	Laughing Dove	Rock Pigeon	Woodpecker
			Zebra

**Rule 805.3 Badges of rank**

**Rule 805.3.1** A Patrol Second wears badges as for a Scout with the addition of a single vertical white stripe 1,5 cm wide on the left breast pocket of the shirt centred between the right-hand edge of the World Scout Membership Badge and the right-hand edge of the pocket. This stripe is 7,5 cm long with the mid-point in line with the mid-point of the World Scout Membership Badge. In the case of Sea Scouts, when the shirt worn is white, the single vertical stripe is dark-blue in colour.

**Rule 805.3.2** A Patrol Leader wears badges of rank as for a Patrol Second with the addition of a second vertical white stripe 7,5 cm long and 1,5 cm wide in the corresponding position on the left of the World Scout Membership Badge. In the case of Sea Scouts, when the shirt worn is white, the two vertical stripes are dark-blue in colour. Patrol Leaders (Scout and Air Scout) replace the metal South African Scout arrowhead badge on the Scout hat or beret (Rule 805.1) with the Patrol Leader's hat badge, which is a South African Scout Arrowhead badge surrounded by a laurel wreath. Sea Scout Patrol Leaders replace the Scout tally with a Patrol Leader's tally having embroidered on it the South African Scout Arrowhead badge surrounded by a laurel wreath.

**Rule 805.3.3** A Troop Leader wears badges of rank as for a Patrol Leader with the addition of a third vertical white stripe 7,5 cm long and 1,5 cm wide worn behind the World Scout Membership Badge and centred to it. In the case of Sea Scouts, when the shirt worn is white, the three vertical stripes are dark-blue in colour. A Troop Leader wears the hat badge as for a Patrol Leader, and continues to wear the emblem of his or her former Patrol.

**Rule 806. Scout Advancement Badges**

Advancement badges (Link Badge/Troop membership, Pathfinder, Adventurer, First Class, Explorer/Sea Explorer/Air Explorer, and the 'Springbok' (Rule 1107.2) are worn on the left sleeve of the shirt as indicated on Badge Chart 6.

The Link Badge is removed when the Scout is awarded the Pathfinder Badge.

The Pathfinder, Adventurer, First Class and Explorer/Sea Explorer/Air Explorer Badges are worn cumulatively. They are removed when the Springbok Badge is awarded.

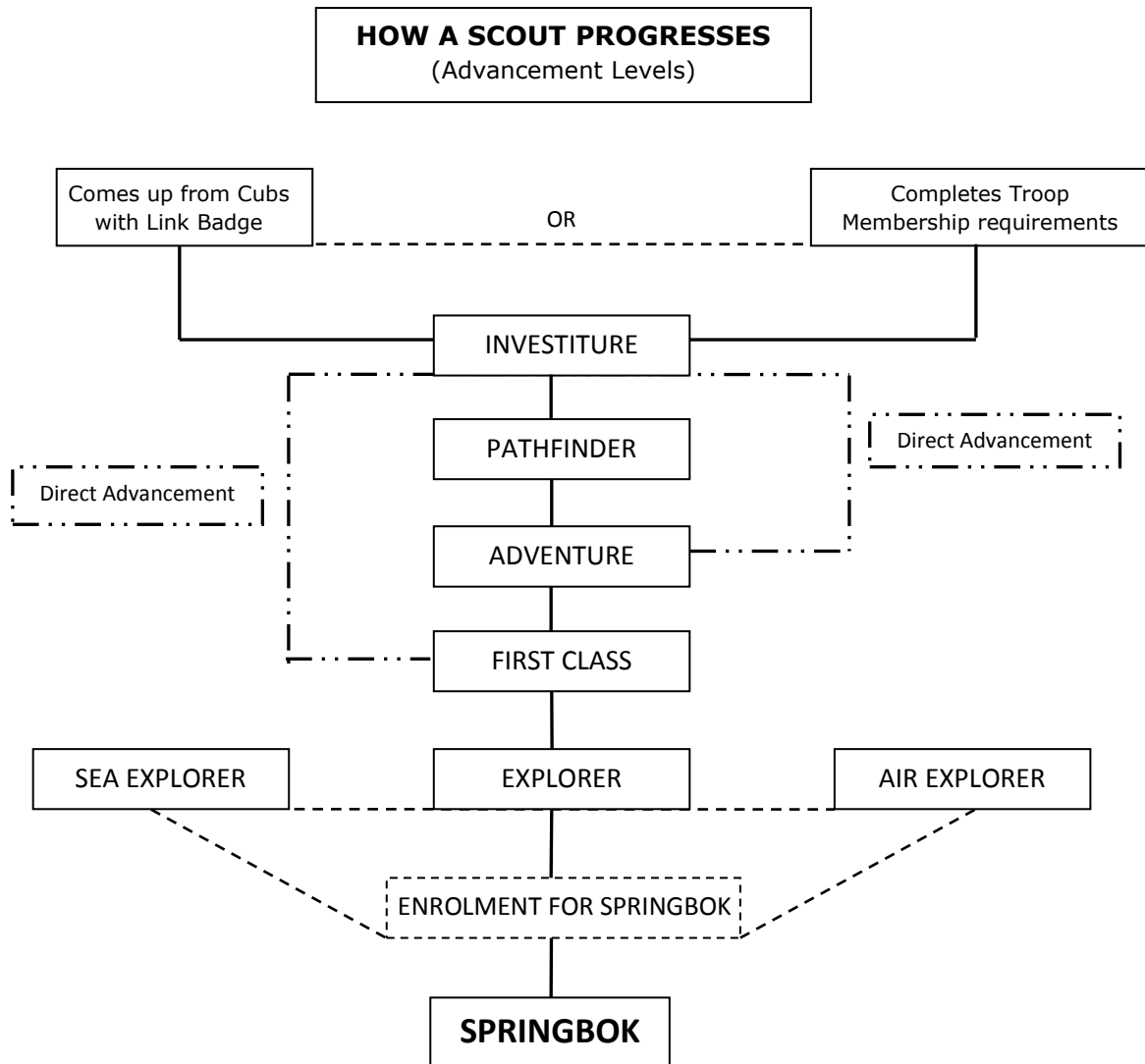
**Rule 807 Scout Scoutcraft and Interest Badges**

**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.

THE SCOUT ADVANCEMENT PROGRAMME



**OVERVIEW: THE SCOUT ADVANCEMENT PROGRAMME**  
*or*  
**HOW A SCOUT PROGRESSES (Advancement levels)**

Comes up from Cubs with Link Badge

Completes Troop Membership requirements



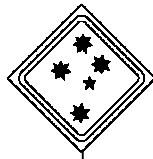
INVESTITURE



PATHFINDER



ADVENTURER



FIRST CLASS



AIR EXPLORER



EXPLORER



SEA EXPLORER



SPRINGBOK AWARD

