

## Scout Badges: The Outdoor Challenge



The Scout should take an active part in a residential experience, preferably camping, for at least two nights. During the event, they should take part in many of the following activities:

- help to pitch and strike a tent
- light a fire and cook at least one meal on it
- set up a suitable stove and cook a meal on it
- demonstrate personal hygiene
- keep all belongings organised and tidy within the accommodation
- maintain a tidy and orderly site
- take part in a wide game
- take part in a campfire or other entertainment
- build a simple pioneering project
- build a useful camp gadget
- explore the environment of the camp
- with others, successfully complete a two-hour activity or project
- provide a service commitment to the site for about an hour.

This list gives an idea of the type and style of the activities that the residential experience should include. Depending on the activity, there may be extra ideas that could be included, which can be discussed in the Troop Forum.

In addition to the above, the Scout will need to demonstrate basic emergency aid skills when on a residential experience:

- understand the initial actions to take in the event of an accident
- understand the importance of getting adult help and when to call the emergency services
- know how to treat minor cuts, burns, scalds, stings and insect bites.

## Scout Badges: The Outdoor Plus Challenge



To complete this Challenge the Scout must:

- hold the Outdoor Challenge
- have spent at least eight nights away as a Scout, four of which must be camping
- take an active part in a further camp of at least two nights, which should include many of the following:
  - lead a group of Scouts in the setting up of a well-organised site that includes sleeping tents, food and equipment stores, fire/stove, kitchen and eating area
  - plan a balanced menu for a short camp
  - show how to use an axe or a saw or both safely
  - lead the cooking of a meal for the group
  - show knowledge of the safety precautions for the correct use of lamps and stoves
  - cook a backwoods meal with the group
  - build a working camp gadget, such as an altar fire, camp oven or gateway to a campsite
  - take a leading role in the construction of a pioneering project
  - build a bivouac and sleep in it.

This list gives an idea of the type and style of the activities that the residential experience should include. Depending on the activity, there may be extra ideas that could be included, which can be discussed in the Troop Forum.

As well as the above requirements, the Scout will need to demonstrate knowledge of emergency aid for the outdoors, and will have to:

- demonstrate mouth-to-mouth resuscitation using a simulator
- know how and when to put a patient in the recovery position
- know how to recognise and treat fractures and severe bleeding
- know how to use direct pressure to stop bleeding
- demonstrate an awareness of the dangers of temperature extremes, such as sunstroke, dehydration, heat exhaustion and hypothermia, and know how to prevent and treat them.

## Scout Badges: The Creative Challenge



To achieve the Creative Challenge, the Scout must complete the activities from three of the six following areas.

### Area One - Performing

- Take part in an entertainment in front of an audience.  
For example: a short play, a series of sketches, magic tricks, singing, playing a musical instrument, a Scout Show, a dance, or a puppet show.

### Area Two - Crafts

- Have a go at some creative crafts.  
For example: glass painting, macramé, art-straws, leatherwork, photography, sweetmaking, decorative knotting, or candlemaking.

### Area Three - Promotions

- Promote local Scouting.  
For example: a newsletter, poster, video, website, audio broadcast, or display.

### Area Four - Problem Solving

- Take an active part in activities requiring a number of problem-solving skills, effective teamwork and creative thinking.  
For example: incident hikes or timed challenges, mental, physical or skill.

### Area Five - Construction

- Make something using a construction kit.  
For example: model aircraft, 3-dimensional jigsaw, model pioneering project etc.

### Area Six - Worship

- Take a leading role in preparing and participating in an act of worship or Scouts' Own.  
For example: selecting readings, writing prayers and exploring beliefs.  
This may involve all the Scouts from the Troop at a residential experience or event.

## Scout Badges: The Fitness Challenge



To complete the Fitness Challenge the Scout needs to choose a physical challenge, which they have either not attempted before, or which builds on an earlier achievement. The challenge should be agreed with a Leader.

The challenge can be anything from an athletic event, a charity swim, a long distance cycle ride, a pool life-saving test or a long distance challenge hike. The Scout should be encouraged to consider a variety of activities/interests in their choice for this challenge.

To complete the Challenge, the Scout will need to:

- spend between four and six weeks preparing for the event, through an agreed exercise programme.
- show during this period an understanding of the importance of a sensible and appropriate diet, and the need for sufficient sleep
- keep a record of their progress during this time
- be able to explain the dangers and harmful effects of smoking, alcohol and drugs.

## Scout Badges: The Global Challenge



To achieve this Award, the Scout needs to complete activities in these two areas:

- Make international contact
- International issues:  
Examples are provided below, but other activities can also be included.

### Area 1 - Make International Contact

- Make contact with Scouts from a country outside the United Kingdom. This can be done a number of ways, for example through a residential experience, the Internet, pen pals, Jamboree on the Air (JOTA) or Jamboree on the Internet (JOTI). The Scout must then take part in an activity with their Patrol or Troop. This activity must be based on what the Scout has found out from their international contact. The activity might take place at a residential experience or during a Troop meeting. It might directly involve Scouts from another country, or might be after their contact.

### Area 2 - International Issues

For this area the Scout must choose two issues.

Issues might include:

- Trade
- Health
- Water and sanitation
- Environment
- Refugees
- Intolerance
- Homelessness
- Poverty
- Animal welfare
- Conservation
- The Scout must:
  - complete a series of activities to help them understand the issues involved
  - take some action as a result
  - compare how the issues affect the UK and countries overseas.

### Resources

co2balance have produced a [free on-line resource for Leaders and Young people](#) to help achieve this badge.

## Scout Badges: The Community Challenge



To achieve this Award, the Scout needs to complete activities in two areas. Examples are provided below, but other activities can also be included.

### Area 1 - Exploring the Local Community

- Explore one aspect of how the local community works and is organised to the benefit of its members. The project should include some initial fact-finding, a visit to or from a community facility or group, and some form of report back.

For example: visits to see the workings of a theatre, tourist attraction, railway station, airport, local industry; meeting people involved in local government, charities, faith groups; learning about and taking part in community traditions or customs, local clubs and interest groups.

### Area 2 - Community Service

- Take an active part in some form of local community service totalling at least six hours. The time may be spent doing a number of different projects or by showing commitment to a single project over a longer period of time.

For example: running a fund-raising stall or game, delivering leaflets, clearing an area, gardening, collecting materials for recycling, helping with activities for younger children, moving furniture, clearing debris, painting fences, or environmental projects.

# Scout Badges: The Adventure Challenge



To earn this Challenge the Scout should take part in three different activities, each on a separate occasion. Examples of suitable activities are detailed below. You should treat these as guidelines, rather than a complete list. The three activities may be from any one section, or any combination of sections. There is no requirement for the Scout to complete an activity from each section.

For each activity the Scout must:

- have knowledge of the safety issues involved and the use of any equipment needed for the activity
- show an awareness of the environmental issues around the activity (such as erosion at popular climbing areas)
- know about further opportunities to take part in the activities chosen.

## Area One - General Activities

- Climbing
- Hill walking
- Hiking
- Spending a day exploring a town they don't know, at home or abroad
- Orienteering
- Planning and going on a journey by public transport of at least 40 kilometres
- Caving or potholing
- Pony trekking or horse riding
- Cycling

## Area Two - Water Activities

- Sailing
- Canoeing
- Water-skiing
- Surfing
- Dragon boating
- Bellboating
- Sub-aqua
- Canal boating
- Rafting
- Pulling

## Area Three - Air Activities

- Sailing
- Gliding
- Paragliding
- Powered aircraft
- Hot-air ballooning
- Hovercrafting
- Kiting

## Scout Badges: The Expedition Challenge



To complete the Expedition Challenge the Scout has to:

- Take part in an expedition over two days (including one night) with at least three friends, after relevant training and preparation has been completed. During the expedition, the Scout should do the following:
  - stay overnight at a hostel or other suitable venue, or camp overnight at a suitable site
  - cook the evening meal and breakfast
  - journey for at least four hours each day
  - use a map and compass to keep track of where they are
  - achieve at least one goal, agreed with the Leader before the expedition.
- The expedition may be on foot, canoe, cycle or sailing boat. Other options may be appropriate, and you should discuss them with the Scouts involved and the team supporting the expedition.