

rover awards

The Careers Award



1. You must be registered in a recognised system of post-school training leading to a professional or technical qualification/s for your career.
2. You must provide evidence that your progress in your studies and training has been above average in any one year.
3. You must, at least three times during the year, report progress to the RS or Crew producing evidence (models, essays, notebooks, etc) in support of your claim.
4. When you are yourself satisfied that you have a claim to the Award, you must submit evidence to the RS or Crew Council who, after seeking any necessary expert advice, will decide if you have reached a satisfactory standard of attainment. If necessary, before being passed, you may be asked to do further work on any aspect in which you have not qualified.

The Civics Award

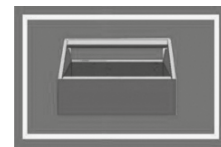


Show by means of a talk, or by taking part in a discussion before an audience consisting of the members of your Crew, that you have made a close study of some social or civic question of current interest.

You should show that in preparing your discussion paper you have made use of newspapers and literature of varying shades of opinion and have visited places related to your subject, eg: town councils, parliament, Courts of Law, farms, eroded and re-established areas, etc.

The following suggestions are some of the subjects that you might choose from: soil conservation, agricultural reform, road safety, problems of urbanised communities, the African community, the 'coloured' community, the Indian Community, the White Community, penal reform, the power/freedom of the press, the responsibilities of marriage, the upbringing and education of children, health services, career selection, employer/employee relationships, establishing a home, drug abuse, etc. The talk should be illustrated by photographs, newspaper cuttings etc.

The Project Award



1. Choose, plan and devote at least three months to a project. Keep a record of your activities. At least twice during the period report progress to the RS and Crew. Produce records supported by any charts, models, maps or exhibits which may be needed to explain the project. On these occasions you may seek advice or assistance from the Crew if you feel this is necessary.
NOTE: a project may be defined as a self-imposed task demanding skill, application, and care. You may choose your own subject with the following limitations:
 - (i) The subject may not be connected with practical Scoutcraft and must differ materially from the subject chosen for the Civics Award. The subject should be chosen from such fields as art, literature, music, drama, science, world affairs, hobbies, handicraft, cultural traditions, journalism, ecology, wildlife, etc.
 - (ii) The subject chosen should have no bearing on your career.
 - (iii) The subject chosen must be formally approved by the RS or Crew Council as suitable and worthwhile.
2. When you are yourself satisfied that you have completed your selected project, you must submit evidence to the RS or Crew Council who, after seeking any necessary expert advice, will decide if you have reached a satisfactory standard of attainment. If necessary, before being passed, you may be asked to do further work on any aspect in which you have not qualified.

The Scouter Training Award



You are required to demonstrate knowledge of the principles of Scouting or Cubbing. The content and standard required is that of a Permit Phase course and a Warrant Course in the Branch (Cub Pack or Scout Troop) in which you seek a Warrant.

These courses are usually run under the auspices of the Adult Leader Training Team.

1. Demonstrate your willingness to be of service to a Scout or Cub unit by attaining a Warrant or completing the relevant training.
2. Plan and run a minimum of 4 Pack or Troop programmes. The programmes need to demonstrate practical Scouting/Cubbing skills, to the satisfaction of your Crew Council or Rover Scouter.
3. Report back to the Crew Council or Rover Scouter on your experiences while volunteering with youth members. Attention should be paid to the challenges faced, and lessons learned in regard to the leadership, motivation and training of youth and what you feel you accomplished.

Community Service Award



For this Award you are required to:

1. Prepare and give a talk to a group of Scouts or other young people on the subject of service to the community.
2. Participate in a local community project of your own choice for a period of six months (or longer if desired).
NOTE: You can select from a myriad of projects, such as: extra lessons for school children; repair and/or maintenance of school buildings, clinics etc; conservation work such as reclaiming dongas, repairing fences, planting trees; construction of civil improvements in the village such as water drains, latrines, etc; acting as a secretary/ treasurer/committee member of a local community project/students' society/club/Students' Christian Association etc; helping in the adult literacy/numeracy project; helping to run a youth group; working with people with disabilities; helping the local church or religious group; assisting at a tuberculosis settlement; assisting the blood transfusion service; voluntary first aid work; Fire Brigade duties; etc.

The Scoutcraft Award



1. Produce a personal camp logbook showing that you have camped on at least fifteen separate occasions (for at least one night each) on three or more different campsites and demonstrate that you are accustomed to camping in strict compliance with "Camping Standards". Camping must be done when a Rover.
2. Demonstrate that you are proficient in camp catering and cooking and in the use and care of camp equipment, by planning and preparing a banquet for your Crew at camp.
3. Demonstrate that you are competent to instruct or examine in any two of the following Scout Interest Badges: Air Navigator, Backwoodsman, Campfire Leader, Astronomer, Woodcraftsman, Cook, Veldcraft, Firefighter, Pioneer, Mapping and Public Health. (You need not be required to act as Examiner or Instructor in the badges selected.)

The Sportsman Award



1. Participate in a sport at club level for at least two consecutive seasons, showing good commitment to the sport and club activities.
2. For at least the same length of time, select one of the following:
 - a. Participate in an additional sport (you need not attain the same level of proficiency as your primary sport).

OR

 - b. Serve as an official for a sport of your choice.

OR

 - c. Serve as a coach or trainer for the sport of your choice.

OR

 - d. Take part as a volunteer or organiser in a sports development programme in your community.
3. Attain a high level of proficiency in the sport of your choice (maintain a high standard relative to your ability) or have served on the club committee for at least two terms of office.
4. Demonstrate that you have knowledge and a full understanding of the rules governing your chosen sports, and that you adhere to these.
5. Give a talk to an audience not made up of fellow sportsmen, stressing the benefits of sport, exercise and healthy living.
6. Draw up a training programme that you would need to follow to improve your performance in your sport of choice. The schedule must include training in and out of season. Follow that programme for 2 seasons and report back to your Crew Council or Rover Scouter on your progress.

The Emergency Service Award



The intention of this award is to demonstrate your ability to be of service to the community in times of disaster. You may complete the requirements in any recognised emergency service discipline e.g fire fighting, first aid, water rescue, mountain rescue, hazardous material handling, security, disaster communications or disaster management.

With the prior approval of your Crew Council and/or RS:

1. Emergency services in your community: Identify the emergency services, provincial, municipal, private or otherwise, available in your community (at a local, municipal or sub-district level), and explain to your crew how to communicate with these services.
2. Training for emergency service: Undergo training for your discipline to a level that will allow you to be of use in a practical emergency situation, and demonstrate your competence by taking part in a simulated exercise or active service. The level of competence is to be agreed with the crew but level III First Aid is suggested as the minimum.
3. Service: Complete 200 hours' service in your chosen discipline over at least six months, and report your progress back to your crew.

Rovers entering the emergency services as a profession, who wish to earn the Careers award as well as the Emergency Service award, are encouraged to agree some additional requirements with their crew for the Emergency Service Award, or alternatively select a second discipline for the purposes of earning this award.

The Rambler's Award



1. Demonstrate that you are competent to instruct or examine in one of the following Scout Interest Badges: Veldcraft, Mapping, Cook, Guide or Hiker. (You need not be required to act as Examiner or Instructor in the badges selected.)
2. Plan a series of hikes of not less than 25km each with an aggregate of 125km and involving not less than three nights camping. Submit your plan to the RS or Crew Council for approval. The hikes, which must avoid roads and to a large extent be cross-country, must be of a standard to test endurance, self-reliance, initiative and determination. (Where actual mountaineering or particularly difficult country is to be covered, the aggregate distance may be proportionately reduced at the discretion of the Crew Council).
3. Carry out the planned hikes and submit a log which shall give dates, places, and distances, and such other information as will not only carry the interest of other hikers but enable them to follow the route taken. Notes on nature development, etc should be included. No detailed map of the route is required, but sketch maps must be included to cover all difficult and interesting points on the route.

Public Health Award



1. Demonstrate a knowledge of the causes, prevention, symptoms and treatment of HIV/AIDS and one other disease chosen from: Cancer; Tuberculosis; Diabetes; Malaria; Cholera.
2. From the two options selected above, run an awareness campaign in your community, e.g. schools, community centres, shopping centres. This campaign should be agreed upon in consultation with the RS or Crew Council.
3. Volunteer for 40 hours at a hospital/clinic/treatment centre where patients for one or more of these conditions are treated/cared for. This should be completed over a four month period.

The Arts and Culture Award



1. Choose a recognised cultural activity or hobby (Music, Art, Drama, Dance) and actively undertake this for a period of at least 1 year. In doing so, one should produce a sufficient body of work (pieces, performance or art works) as evidence of both commitment and personal progress in the chosen cultural activity.
2. In your chosen cultural activity, be an active participant in a group or club structure relevant to your cultural activity for at least 1 year (e.g.: Orchestra, Choir, Art Group, Am-Dram Society)
3. Achieve a high level of standard relative to your ability (as determined with your Rover Scouter or Crew Council), or have served in an administrative role within your group or club structure for at least 2 years.
- 4) Research the History, Significant Figures, Technical Elements and Techniques of your medium. Choose a specific aspect of your research and prepare a presentation to your Crew.
- 5) Be able to critically analyse one's own work, as well as the work of a peer, and explain the analysis to your Crew Council or Rover Scouter.
- 6) Find out about three career opportunities in your field. Pick one and find out the education, training, and experience required for this profession. Prepare a presentation and discuss this with your Crew, and explain why this profession might interest you.