



For information call us on: 0845 300 1818  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk)

**ScoutBaseUK**  
support and resources for volunteers  
**The Library - Badges**

## Scout Badges: The Chief Scout's Gold Award

This badge is the highest award available in the Scout Section. It is gained by completing:

- Promise Challenge
- Community Challenge
- Fitness Challenge
- Creative Challenge
- Global Challenge
- Outdoor Challenge



Plus two of the following three:

- Adventure Challenge
- Expedition Challenge
- Outdoor Plus Challenge

If a Scout has not quite completed the requirements for the top award when they move on to the Explorer Scout Unit, they may complete them in their first few weeks in the Explorer Scout Unit.

---

© Copyright The Scout Association 2005 - Charity No 306101  
The Scout Association, Gilwell Park, Chingford, London E4 7QW Tel: 0845 300 1818 +44(0)20 8433 7100  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk) Website: [www.scouts.org.uk](http://www.scouts.org.uk)  
This page can be found at: <http://www.scoutbase.org.uk/library/hqdocs/badges/scout-csga.htm>



For information call us on: 0845 300 1818  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk)

**ScoutBaseUK**  
support and resources for volunteers  
**The Library - Badges**

## Scout Badges: The Promise Challenge

Complete five activities in total, taken from at least two areas. Examples are provided below but other similar activities can also be undertaken.



### Area 1 - Commitment to the Promise and Scout Law

- Explain how you have recently 'done your best' on at least three occasions and how this has made a difference.
- Explain to a new Scout in your Troop the meaning of the Scout Promise and Law.
- Assist with the planning and take part in an investiture ceremony or similar.
- Demonstrate that you can be trusted by taking on a special responsibility on behalf of the Troop. This might involve the management of money, or the Troop's reputation.

### Area 2 - Relationship with your God

- Take part in a number of acts of worship with others in the Troop, such as Scout Parades at your place of worship, and/or Scouts' Owns.
- Complete a course that furthers your understanding of your own faith community.
- Choose and read prayers and/or reflections for your Troop's opening and closing ceremony.
- Hold the My Faith Activity Badge.

### Area 3 - The life of the Troop

- Take an active part in at least two Troop Forums and express your views on at least one item being discussed.
- Contribute to the writing or reviewing of your Troop's 'Code of Conduct.'
- Play a full part in at least two Troop Leadership Forums and help to implement a decision of the forum.
- Successfully run a learning experience for other Scouts.
- Successfully lead a group of Scouts at a two-day camp or other similar event.

### Area 4 - Developing beliefs and attitudes

- Honestly review an event or activity and decide how it might be done better in the future.
- Visit an act of worship of another faith community and compare the traditions and customs with your own.
- Investigate a political or world issue, such as climate change, smoking, fair trade and explain your views to others on the subject.
- Take part in a debate on a topic of local or national interest.
- As a Scout, give freely of your time to help someone less fortunate than yourself.



For information call us on: 0845 300 1818  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk)

**ScoutBaseUK**  
support and resources for volunteers  
**The Library - Badges**

## Scout Badges: The Community Challenge

Complete the activities in the two following areas. Examples are provided below but other activities can also be undertaken.



### 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 factfinding, 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; chances to meet people involved in local government, charities, faith groups, interest groups; opportunities to hear about/take part in community traditions/customs, local clubs and interest groups.

### Area 2 - Community service

Take an active part in some form of local community service totaling 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, environmental projects. Where possible the service should link in with the visit in Area 1.

---

© Copyright The Scout Association 2005 - Charity No 306101  
The Scout Association, Gilwell Park, Chingford, London E4 7QW Tel: 0845 300 1818 +44(0)20 8433 7100  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk) Website: [www.scouts.org.uk](http://www.scouts.org.uk)  
This page can be found at: <http://www.scoutbase.org.uk/library/hqdocs/badges/scout-coch.htm>



For information call us on: 0845 300 1818  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk)

**ScoutBaseUK**  
support and resources for volunteers  
**The Library - Badges**

## Scout Badges: The Fitness Challenge

Complete the activities from one of the following two areas, demonstrating a noticeable improvement in the chosen discipline:



### Area 1 - Physical Challenge

Choose a physical challenge which is new or which builds on an earlier achievement. The challenge could be an athletic event, a charity swim, a long distance cycle ride, a pool life-saving test or a long distance challenge hike. Indeed, it could be any event that requires the need to physically train in order to succeed. Consider a variety of activities/interests in choosing this challenge, and agree your choice with a Leader.

To complete the challenge:

- Spent between four and six weeks preparing for the event, through an agreed programme of activity/training.
- Show an understanding of the importance of a sensible and appropriate diet and the need for sufficient sleep.
- Be able to explain the dangers and harmful effects of smoking, alcohol and drugs.
- Successfully take part in the chosen physical challenge.

### Area 2 - Physical Development

Choose a physical activity, which you wish to develop.

For example: circuit training, football skill training, aerobics routine, light weight training.

To complete the challenge:

- Exercise regularly over a period of four to six weeks and keep a record that shows improvement over this period.
- Show an understanding of the importance of a sensible and appropriate diet, and the need for sufficient sleep.
- Be able to explain the dangers and harmful effects of smoking, alcohol and drugs.

---

© Copyright The Scout Association 2005 - Charity No 306101  
The Scout Association, Gilwell Park, Chingford, London E4 7QW Tel: 0845 300 1818 +44(0)20 8433 7100  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk) Website: [www.scouts.org.uk](http://www.scouts.org.uk)  
This page can be found at: <http://www.scoutbase.org.uk/library/hqdocs/badges/scout-fich.htm>



For information call us on: 0845 300 1818  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk)

**ScoutBaseUK**  
support and resources for volunteers  
**The Library - Badges**

## Scout Badges: The Creative Challenge

Complete activities from three of the following six areas:



### Area 1 - Performing

Take part in a performance in front of an audience.

For example: short play, series of sketches, performing magic tricks, singing, playing a musical instrument, a Scout Show, a dance, or a puppet show.

### Area 2 - Crafts

Have a go at some creative crafts.

For example: glass painting, macramé, art-straws, leatherwork, photography, sweet making, decorative knotting, or candle making.

### Area 3 - Promotions

Promote local Scouting.

For example: a newsletter, poster, video, website, audio-based broadcast, or display.

### Area 4 - 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 5 - Construction

Construct a model.

For example: model aircraft, 3-D jigsaw, model pioneering project, or model campsite.

### Area 6 - Worship

Take a leading role in preparing and participating in an Act of Worship or Scouts' Own.

For example: selecting or writing, prayers or music. This could be at a Troop meeting, residential experience or event.

---

© Copyright The Scout Association 2005 - Charity No 306101  
The Scout Association, Gilwell Park, Chingford, London E4 7QW Tel: 0845 300 1818 +44(0)20 8433 7100  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk) Website: [www.scouts.org.uk](http://www.scouts.org.uk)  
This page can be found at: <http://www.scoutbase.org.uk/library/hqdocs/badges/scout-crch.htm>



For information call us on: 0845 300 1818  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk)

**ScoutBaseUK**  
support and resources for volunteers  
**The Library - Badges**

## Scout Badges: The Global Challenge

Complete all the activities in one of the following two areas:



### Area 1: International contact

Make contact with Scouts from another country outside the United Kingdom.

Then

Take part in a Troop or Patrol activity with these Scouts.

or

Take part in a Patrol or Troop activity based on things found out during the International contact.

This can be done a number of ways, for example through Nights Away in the UK or overseas, the Internet, pen pals, Jamboree on the-Air (JOTA), Jamboree-on-the-Internet (JOTI), or Lands of Adventure.

### Area 2: International issues

Choose and investigate an international issue.

For example:

- a. Trade
- b. Health
- c. Water & sanitation
- d. Environment
- e. Conflict
- f. Refugees
- g. Peace
- h. Tourism
- i. Homelessness
- j. Poverty
- k. Animal welfare
- l. Conservation.

Then complete the following:

- a. Show an understanding of the issues involved.
- b. Take some action as a result of research
- c. Compare how the issues affect the UK and countries overseas.



For information call us on: 0845 300 1818  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk)

**ScoutBaseUK**  
support and resources for volunteers  
**The Library - Badges**

## Scout Badges: The Outdoor Challenge



Take an active part in one or more Nights Away, totaling at least two nights, preferably camping, to include many of the following activities:

- a. Help to pitch and strike your tent.
- b. Light a fire and cook at least one meal using an open fire.
- c. Set up a suitable stove, and prepare a meal using a stove.
- d. Demonstrate personal hygiene.
- e. Keep your belongings organised and tidy within your accommodation.
- f. Maintain a tidy and orderly site.
- g. Take part in a wide game.
- h. Take part in a campfire or other entertainment.
- i. Build a simple pioneering project.
- j. Build a useful camp gadget.
- k. Explore the environment of your camp.
  - l. With others, successfully complete a two hour activity or project.
- m. 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 Nights Away should include. Depending on the activity there may be extra ideas that could be included, which can be agreed in the Troop Forum.

In addition to the above, demonstrate the following basic emergency aid skills during the Nights Away experience:

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

---

© Copyright The Scout Association 2005 - Charity No 306101  
The Scout Association, Gilwell Park, Chingford, London E4 7QW Tel: 0845 300 1818 +44(0)20 8433 7100  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk) Website: [www.scouts.org.uk](http://www.scouts.org.uk)  
This page can be found at: <http://www.scoutbase.org.uk/library/hqdocs/badges/scout-ouch.htm>



For information call us on: 0845 300 1818  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk)

**ScoutBaseUK**  
support and resources for volunteers  
**The Library - Badges**

## Scout Badges: The Outdoor Plus Challenge

Outdoor Plus Challenge

Complete the following activities:



- 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 further camp(s), which should include many of the following:
  - a. Lead or help to lead a group of Scouts in setting up a well-organised site that includes sleeping tents, food and equipment stores, fire/stove, kitchen and eating area.
  - b. Plan a balanced menu for a short camp.
  - c. Show how to use safely an axe and/or a saw.
  - d. Lead the cooking of a meal for the group.
  - e. Show knowledge of the safety precautions for the use of lamps and stoves.
  - f. Cook a backwoods meal with the group.
  - g. Build a working camp gadget, such as an altar fire, camp oven or a gateway to a campsite.
  - h. Take a leading role in the construction of a pioneering project.
  - i. Build a bivouac and sleep in it.

Note: This list gives an idea of the type and style of the activities that the Nights Away should include. Depending on the activity there may be extra ideas that could be included, which can be agreed in the Troop Forum. In addition to the above, demonstrate knowledge in emergency aid for the outdoors and be able to:

- Demonstrate how to open an airway and give CPR.
- 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.

---

© Copyright The Scout Association 2005 - Charity No 306101  
The Scout Association, Gilwell Park, Chingford, London E4 7QW Tel: 0845 300 1818 +44(0)20 8433 7100  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk) Website: [www.scouts.org.uk](http://www.scouts.org.uk)  
This page can be found at: <http://www.scoutbase.org.uk/library/hqdocs/badges/scout-ouplch.htm>



For information call us on: 0845 300 1818  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk)

**ScoutBaseUK**  
support and resources for volunteers  
**The Library - Badges**

## Scout Badges: The Adventure Challenge

Take part in three different activities, ideally on separate occasions. Examples of various suitable activities are given below. This is a guideline rather than a complete list.



### Adventure activities

- Climbing
- Hill walking
- Hiking
- Explore a town or area you don't know.
- Orienteering
- Plan and undertake a journey by public transport.
- Caving or pot holing
- Pony trekking or horse riding
- Cycling
- Sailing
- Canoeing
- Water-skiing
- Surfing
- Dragon boating
- Bellboating
- Sub-aqua
- Canal boating
- Rafting
- Pulling
- Gliding
- Powered aircraft
- Hovercrafting
- Stunt kiting
- Hot air ballooning
- Paragliding

### For each activity:

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



For information call us on: 0845 300 1818  
Email: [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk)

**ScoutBaseUK**  
support and resources for volunteers  
**The Library - Badges**

## Scout Badges: The Expedition Challenge

Complete the activities in one of the following two areas:



### Area 1 - Expedition - 'A journey with a purpose'

Take part in an expedition over two days (including a night away) with at least three friends. Be involved in the planning of the expedition, complete relevant training and be properly prepared.

During the expedition:

- a. Play a full part in the team.
- b. Journey for at least four hours each day.
- c. Use a map to keep track of where you are.
- d. Stay overnight at a hostel or other suitable venue, or camp overnight at a suitable site.
- e. Cook the evening meal and breakfast.
- f. Achieve at least one goal, agreed with your Leader before the expedition.

The expedition may be on foot, canoe, cycle or sailing boat. Other options may be appropriate, and should be agreed beforehand.

Notes: Scouts must be supervised taking into account their preparation, training and level of experience. This may mean that certain legs are 'led' by young people themselves for information/ project purposes. As a minimum, supervision involves a visual check on departure and at the end of each day, and being in the area of the activity. The Scout Association Permit Scheme applies to certain land terrains and classifications of water. You can check the individual requirements of an activity by visiting the A to Z of Activities on [www.scouts.org.uk](http://www.scouts.org.uk). To lead a night's away experience, a young person is required to hold a Nights Away Event Passport.

### Area 2 - Exploration - 'A purpose with a journey'

Take part in an exploration over two days (including a night away) with at least three friends, and report or present your findings. You must be involved in the planning of the exploration, complete relevant training and be properly prepared. You must have completed some initial research into the subject to be investigated. The challenge should take place somewhere you have never been before or don't know well.

During the exploration:

- a. Play a full part in the team.
- b. Travel for at least 90 minutes to a hostel, campsite or other suitable venue.
- c. Use a map to keep track of where you are.
- d. Conduct the exploration within an agreed area (discussed with a Leader in advance) collecting evidence and information for the report or presentation.
- e. Stay overnight at the venue and cook the evening meal and breakfast.
- f. Complete the exploration before returning home.
- g. Have the report or presentation ready within four weeks of the exploration.

The journey may be on foot, or by public transport, canoe, cycle, aircraft, wheelchair or boat. Other options may be possible and should be agreed beforehand.

Note: The 'exploration' element should last 4-5 hours over the two days. It could be anything from an investigation into bird life in a wood to visiting museums in a town.

---

© Copyright The Scout Association 2005 - Charity No 306101  
The Scout Association, Gilwell Park, Chingford, London E4 7QW Tel: 0845 300 1818 +44(0)20 8433 7100  
Email: [infocentre@scout.org.uk](mailto:infocentre@scout.org.uk) Website: [www.scouts.org.uk](http://www.scouts.org.uk)  
This page can be found at: <http://www.scoutbase.org.uk/library/hqdocs/badges/scout-exch.htm>