

THE SINGAPORE SCOUT ASSOCIATION



NATIONAL PROGRAMME COUNCIL

SEA SCOUT PROGRESS BADGE SCHEME

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I. WORLD SCOUT BADGE

Cub Scouts moving up to the Scout Section should continue wearing the badge.

Syllabus

- 1.1 Promise and Law
- 1.2 Salute
- 1.3 Uniform
- 1.4 Ceremonies
- 1.5 Knowledge of the Scout Movement
- 1.6 Investiture

II. SEA SCOUT STANDARD BADGE

Syllabus

- 2.1 National Symbols (1)
- 2.2 Swim (1)
- 2.3 First Aid (1)
- 2.4 Cooking (1)
- 2.5 Knots (1)
- 2.6 Camp (1)
- 2.7 Exploration (1)
- 2.8 Drill (1)
- 2.9 Seamanship (1)

Explanatory Notes:-

2.1 National Symbols (1)

- a. Know the meaning of the various symbols and colours of the National Flag.
- b. Explain the meaning of the National Anthem.
- c. Have an understanding of the Pledge and explain how a Scout can do his part as a citizen in keeping the Pledge.

2.2 Swim (1)

Be able to swim 50 metres with the aid of life-vest. (alternative permissible only on medical grounds).

2.3 First Aid (1)

- a. Pack a Crew first aid kit.
- b. Be able to treat simple wounds, fainting, unconsciousness, burns and scalds.

2.4 Cooking (1)

- a. Be able to light a fire outdoors using firewood and matches.
- b. Cook a simple meal for yourself with utensils using firewood.
- c. Be able to operate a gas stove.

2.5 Knots (1)

Be able to tie and explain the use of the following:

- a. Figure-of-eight Knot

- b. Reef Knot
- c. Sheet Bend
- d. Clove Hitch
- e. Bowline
- f. Round turn two half Hitches

2.6 Camp (1)

- a. Pitch & strike a 4-man hiker's tent with another candidate.
- b. Know how to pack a rucksack efficiently for a hike and for a weekend outdoor camp.

2.7 Exploration (1)

Know the theory on Map and Compass, including Grid References, Scale and Signs, Symbols and Colours in Maps, Compass Bearings and Directions, Set a Map.

2.8 Drill (1)

Be able to execute basic stationery drill:

- a. Senang diri
- b. Rehatkan diri
- c. Sedia
- d. Ke-Kanan pusing
- e. Ke-Kiri pusing
- f. Ke-belakang pusing

2.9 Seamanship (1)

Tides and Tidal Stream -

- a. Have an understanding of the causes of current and tides including how neap tides and spring tides are caused.
- b. Know how the tide cycle works and its relation to currents.

III. ADVANCED SEA SCOUT STANDARD BADGE

Syllabus

- 3.1 National Symbol (2)
- 3.2 Swim (2)
- 3.3 Outdoor Precautions
- 3.4 First Aid (2)
- 3.5 Cooking (2)
- 3.6 Knots (2), Lashings, Whipping & Splice
- 3.7 Camp (2)
- 3.8 Exploration (2)
- 3.9 Drill (2)
- 3.10 Service (1)
- 3.11 Sea Proficiency (1)
- 3.12 Seamanship (2)

Explanatory Notes:-

3.1 National Symbol (2)

Be able to raise and lower a flag during a unit meeting or at school.

3.2 Swim (2)

Be able to swim 100m using any stroke without difficulty (alternative permissible only on medical grounds).

3.3 Outdoor Precautions

Know the outdoor precautions to take for a land and sea activities.

3.4 First Aid (2)

- a. Know the symptoms and treatment for:
 - i) Shock
 - ii) Marine Animal or creature, snake and insect bites
- b. Poisoning
- c. Be able to tie simple bandages and arm slings.

3.5 Cooking (2)

Backwoodsman cooking – Prepare a full course meal (balanced diet) for 2 scouts without using utensils.

3.6 Knots (2), Lashings, Whipping & Splice

- a. Demonstrate the following & explain their uses:
 - i) Marlinspike Knot
 - ii) Sheer Lashing
 - iii) Square Lashing
 - iv) Diagonal Lashing
 - v) Simple whipping
 - vi) Back splice
- b. With the assistance of your patrol, construct a mast of at least 15 ft (2 staves) for a unit meeting.

3.7 Camp (2)

Go for an outdoor camp under tentage for at least 2 nights.

3.8 Exploration (2)

Together in a team of 4 sea scouts, conduct a survey of a stretch of coastline of 1 km, noting its features, terrain and ecosystem. Thereafter, submit a logbook detailing your observations, including photographs, dried samples etc. if appropriate.

3.9 Drill (2)

Be able to execute mobile drills in a marching contingent for School Speech Day Parade/Youth Festival Parade/National Day Parade (either school or national level).

3.10 Service (1)

- a. Participate in at least one community service project organised by your Unit, District or the Singapore Scouts Association.
- b. Perform some household chores on a regular basis for at least 3 months. This must be verified by a parent or guardian.

3.11 Sea Proficiency (1)

- a. Achieve Basic Level in any of the recognised sea craft.
- b. Accumulate water time of 10 hours for sea activities in pursuit to any of the Sea Proficiency badges.

3.12 Seamanship (2)

Chart and Buoy System

- a. Have a general knowledge of the sea chart Grid of Singapore Port 1 (GSP1). Be able to read and plot the Singapore Sea Chart (Demonstrate ability to use the tides table and identify actual navigational sea features).
- b. Be able to identify and tell the difference between buoys, beacons and lighthouses.
- c. Know how to identify and explain the meaning of the different colours and types of buoys and beacons.

IV. FIRST CLASS SEA SCOUT BADGE

Syllabus

- 4.1 Leadership Training
- 4.2 First Aid (3)
- 4.3 Cooking (3)
- 4.4 Exploration (3)
- 4.5 Drill (3)
- 4.6 Service (2)
- 4.7 Sea Proficiency (2)
- 4.8 Seamanship (3)

Explanatory Notes:-

4.1 Leadership Training

Attend a leadership-training course approved by your District Commissioner or National Sea Scout Commissioner.

4.2 First Aid (3)

- a. Know how to handle a water emergency situation such as accident and drowning.
- b. Know the priority of treatment for casualties.
- c. Know the proper handling hypothermia, hyperthermia and muscular cramps.
- d. Demonstrate Cardio-Pulmonary Resuscitation.
- e. Perform emergency evacuations on craft to swimmer.

4.3 Cooking (3)

- a. Plan a balanced diet menu for a weekend crew camp.
- b. Cook at least 2 meals for the Crew during crew camp or ship out.

4.4 Exploration (3)

Go for a day sea expedition with one companion approved by your Skipper and prepare a logbook using one of the approved sea craft. Plot a simple course of at least 8 nautical miles

4.5 Drill (3)

Be able to command a contingent of scouts on both stationery and mobile drills.

4.6 Service (2)

- a. Either assist a Scout in CCA exploration tests or achieve the Race Management Assistant Proficiency Badge or Shore Assistant Proficiency Badge.
- b. Perform some household chores or assist your parent or guardian in their work for at least 2 hours per week over at least 6 months.

4.7 Sea Proficiency (2)

- a. Achieve Intermediate Level in one of the recognised sea craft.
- b. Accumulate water time of 20 hours for sea activities related to any of the Sea Proficiency badges.

4.8 Seamanship (3)

Know the Traffic Rules of the Sea requirement prescribed by the International Regulation for Preventing Collisions at Sea:

- a. Sailing Rules
- b. Lights & Shapes
- c. Sound and Light Signals

V. THE CHIEF COMMISSIONER'S AWARD

Syllabus

- 5.1 Appointment of Responsibility
- 5.2 Exploration (4)
- 5.3 Rescue
- 5.4 Service (3)
- 5.5 Sea Proficiency (3)
- 5.6 Fitness
- 5.7 Civics
- 5.8 Interview

Explanatory Notes:-

5.1 Appointment of Responsibility

Hold the appointment of a SCL, CL, ACL, Store Keeper, Yeoman or Purser for a period of at least 6 months.

5.2 Exploration (4)

Plan and lead an overnight sea exploration covering at least 8 nautical miles for any sea craft, emphasis of this test is on leadership, planning and responsibility, not endurance. During the expedition, the candidate is expected to impart some exploration and other skills to his companion. The examiner must be HQ appointed.

5.3 Rescue

Attain the Singapore Life Saving Society's Lifesaving 1,2 & 3 certificates.

5.4 Service (3)

Perform at least 8 hours of service to a Cub Scout Unit or to any recognised Welfare Homes over at least 4 separate occasions.

5.5 Sea Proficiency (3)

Attain the Advance Level as well as be able to instruct another Scout in one of the recognised sea craft.

5.6 Fitness

Achieve any one of the following:

- Aerobic fitness – NAPFA silver standard
- Swimming – 500m in 20 mins.
- Sports – Represent the school and play a game regularly for at least one year
- Attend martial arts training regularly for at least one year
- Canoeing – 3.5 km in one hour

5.7 Civics

Hold one of the following proficiency badges:

- Civics
- Anti-Drug Abuse
- Crime Prevention
- Healthy Living
- Civil Defence
- Total Defence (Silver)
- Water Conservation
- Energy Conservation
- World Conservation (Green Stage)

5.8 Interview

The candidate is required to attend an interview conducted by the headquarters of the Singapore Scout Association to evaluate the suitability of the candidate for the award.

SEA SCOUT TEST CARD

Name : _____

Crew : _____

WORLD SCOUT BADGE	DATE	INITIAL
Promise & Law		
Salute		
Uniform		
Ceremonies		
Knowledge of Movement		
Investiture		

CAMPING RECORD	FROM	TO	INITIAL

SCOUT STANDARD	DATE	INITIAL
National Symbols (1)		
Swim (1)		
First Aid (1)		
Cooking (1)		
Knots (1)		
Camp (1)		
Exploration (1)		
Drill (1)		
Seamanship (1)		

SERVICE RECORD	FROM	TO	INITIAL

ADVANCED SCOUT STANDARD	DATE	INITIAL
National Symbols (2)		
Swim (2)		
Outdoor Precautions		
First Aid (2)		
Cooking (2)		
Knots (2), Lashings, Whipping & Splice		
Camp (2)		
Exploration (2)		
Drill (2)		
Service (1)		
Sea Proficiency (1)		
Seamanship (2)		

SEA ACTIVITY	DATE	HOURS	INITIAL

FIRST CLASS SCOUT BADGE	DATE	INITIAL
Leadership Training		
First Aid (3)		
Cooking (3)		
Chart Work		
Exploration (3)		
Drill (3)		
Service (2)		
Sea Proficiency (2)		
Seamanship (3)		

CHIEF COMMISSIONER AWARD	DATE	INITIAL
Appointment of Responsibility		
Exploration (4)		
Rescue		
Service (3)		
Sea Proficiency (3)		
Fitness		
Civics		

PROFICIENCY BADGE	DATE	INITIAL

APPOINTMENT	FROM	TO
