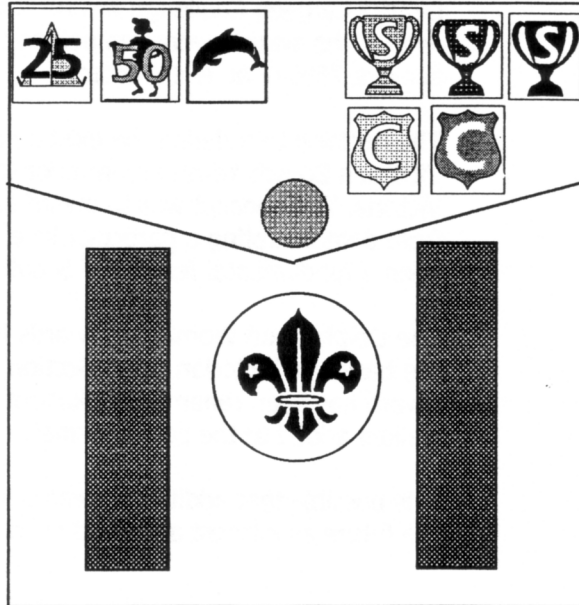


Outdoor Awards

Outdoor Activity Awards recognise achievement and participation in wide-ranging outdoor activities and adventure, including the following:

- Camping (Fanatic Camper Award)
- Hiking, Bushwalking and "travelling" expeditions (Walkabout Scout Award)
- Orienteering (Orienteering Award)
- Swimming (Dolphin Award)
- Scouting skills competitions (District Cargeeg Challenge and Sandgropers Cup Awards)
- Wide general participation over a year (Wombacat Award)

All Awards except the Wombacat Award are small cloth badges, which can be worn on the flap of the left uniform pocket. The Wombacat Award is a metal Badge mounted on a woggle.



SANDGROPERS CUP AWARD

Four coloured Badges are awarded on a four-year rotation. Each Badge received may be worn on the uniform, up to a maximum of one of the same colour per year.

How to achieve the Badge:

The Badge is earned by participating in a Sandgropers Cup competition run by either Branch or District. Participation at any venue qualifies.

The Sandgropers Cup Award is presented irrespective of the level of achievement demonstrated by your Patrol.



DISTRICT CARGEEG CHALLENGE AWARD

Four coloured Badges are awarded on a four-year rotation. Each Badge received may be worn on the uniform.

How to achieve the Badge:

The badge is earned by participating in a District Cargeeg Challenge, which is organised to select the two District patrol entrants to the Cargeeg Challenge Shield. The event is held at different District venues and dates.

The District Cargeeg Challenge Award is presented irrespective of the level of achievement demonstrated by your Patrol.



FANATIC CAMPER AWARD

The Badges are earned according to the number of nights a Scout camps. "Camping" includes all nights spent on Scout Section activities, including linking activities as a Cub Scout, but does not include "indoor" camps (in dormitories, bunk rooms, snow chalets, Scout Hall sleepovers and similar). "Under canvas" or "under the stars" are both okay. Family or school camping does not qualify.

There are five Badges in the series. Each replaces the previous Badges earned and only the highest one for which you are qualified is worn:

- 10 nights
- 25 nights
- 50 nights
- 75 nights
- 100 nights

(Each Badge is identical in design. The number is changed to show the number of nights recognised by the Award.)

How to achieve the Badge:

A register of nights camped is provided on the following page. If additional pages are required, use a second book, or simply photocopy the register page and attach it with staples. Enter the date and location of the camp, the type of camp, and the number of nights.

When the total of nights camped reaches that necessary for a Badge, a line should be ruled in red under the most recent entry and the total signed off by your Scout Leader.



WALKABOUT SCOUT AWARD

The badges are earned according to the number of kilometres a Scout hikes. "Hiking" includes all walking as a Scout whether on overnight or day trips. At the first (10 kilometres) level, the minimum trip distance able to qualify is 3 kilometres. Thereafter, each hike must be a minimum of 10 kilometres.

In addition, Scouts who take part in Bike Hikes, Canoe Expeditions, etc, may use the distances travelled on these events towards their totals for the Walkabout Scout Award. To count such activities, the total distance travelled should be halved (20 kilometres travelled on a bike becomes 10 kilometres towards the Walkabout Scout Award).

There are five Badges in the series. Each replaces the previous Badges earned and only the highest one for which you are qualified is worn:

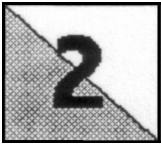
- 10 kilometres
- 50 kilometres
- 100 kilometres
- 150 kilometres
- 200 kilometres

(Each Badge is identical in design. The number is changed to show the number of kilometres recognised by the Award.)

How to achieve the Badge:

A register of hiking trips is to be made. The register requires the dates and locations of the trip, the type of trip, the number of nights, and kilometres walked.

When the total of kilometres walked reaches that necessary for a Badge, a line should be ruled in red under the most recent entry and the total signed off by your Scout Leader.



ORIENTEERING AWARD

There are four Badges in the series. Each replaces the previous Badges earned and only the highest one for which you area qualified is worn:

- 1 (1st year)
- 2 (2nd year)
- 3 (3rd year)
- 4 (4th year)

(Each Badge is identical in design. The Badges are numbered 1 - 4, progressively indicating the number of Orienteering events in which you have participated)

How to achieve the Badge:

The Badge is earned by participating in the annual Orienteering event. A Branch event is held for metropolitan Scouts. Country Districts may apply to hold a qualifying Orienteering event.

The Orienteering Award is presented irrespective of the level of achievement demonstrated by your team.



DOLPHIN AWARD

The badges are earned according to the distance a Scout swims. "Swimming" includes all distances swum within the following requirements, whether as a Scout, school, swimming club or otherwise. There is no restriction on style, but swimming aids (floatation devices, swim fins, etc) are not permitted.

There are three Badges in the series. Each replaces the previous Badges earned and only the highest one for which you are qualified is worn:

- Red Dolphin -1600 metres
- Silver Dolphin -16 kilometres total over six months
- Gold Dolphin - 80 kilometres total over twelve months

(Each badge is identical in design. The dolphin is coloured to reflect the level of Award.)

How to achieve the Badge:

The Red Dolphin Badge is gained by swimming 1600 metres in one session. There is no restriction on time (within reason). Temporary withdrawal from the water due to severe muscle cramp is permitted at the discretion of the official or Leader in-charge, without penalty.

The Silver Dolphin Badge is gained by a holder of the Red Dolphin who swims a further 14.4 km to a total of 16 km, with a minimum of 400 metres at a time, over six months.

The Gold Dolphin Badge is gained by the holder of the Silver Dolphin who swims a further 64 km to a total of 80 km, with a minimum of 400 metres at a time, over twelve months.

A register of distances swum is to be made. The register requires the date and location of the swim, who the swim was undertaken with, the distance swum, and must be certified at the time by a suitable official (school teacher, swimming instructor, pool superintendent, Scout Leader, etc).

When the total distance swum reaches that necessary for a Badge, a line should be ruled in red under the most recent entry and the total signed off by your Scout Leader.



WOMBACAT AWARD

The Wombacat Award is a metal badge, which can be worn either as a woggle or on a Scout belt. It is awarded for participation in a wide range of activities. Each Scout can re-qualify every year, but note that there is only one version of the Award and it is not identified by a special year or number. If worn as a woggle, only one Wombacat can be worn at a time. Additional Wombacat Awards may be worn on the Scout belt.

How to achieve the Award:

As a Scout member of a Patrol or Troop during the twelve-month period commencing on 1 February and finishing on 31 January the following year, participate in the activities listed in the three sections below:

Section 1: Participate in four of the following activities:

- 1.1 District Cargeeg Challenge.
- 1.2 Sandgropers Cup event.
- 1.3 Orienteering Award event.
- 1.4 A District or Branch Water Activities Course in canoe, sail or oars.
- 1.5 A Branch Air Activities day course or activity.
- 1.6 Trekabout activity.
- 1.7 A 'Patrol Alone' activity at Manjedal.
- 1.8 A Patrol Activity nominated by the Branch Scout Council.
- 1.9 A community service project approved by the District Leader (Scouts) or District Mindari.
- 1.10 A conservation project approved by the District Leader (Scouts) or District Mindari.
- 1.11 A father/Scout camp, mother/Scout camp or family camp for Scouts approved by the District Leader (Scouts) or District Mindari.
- 1.12 Any other District Mindari-nominated event or activity.
- 1.13 District or Branch Scout Leadership Skills Course.

Section 2: Overnight Camping:

Take part in four separate Patrol/^Troop camps of at least one night and two days' duration.

Section 3: Extended Camping:

Take part in a Troop Camp of at least three nights' and three days' duration attended by at least 50% of the registered members of the Troop.