

Campanoe Challenge Scout Badge Requirements Earned

Throughout the progressive program years at Campanoe youth will be able to fulfil different badge requirements depending on their progress in the Scouting Program. Below you will find a list of badge requirements that youth can accomplish while at Campanoe. These requirements are based upon the Scouts Canada Scout Book.

Voyageur Award

Outdoor Skills Badge:

1. Camp a minimum of six nights
2. Participate in two hikes/outings of approximately six hours duration each.
3. Demonstrated your knowledge of weather conditions and the hazards that can be encountered including knowledge of the causes, symptoms, signs, prevention, and treatment of:
 - hypothermia
 - frostbite
 - hyperthermia
 - sunburn/sunstroke
 - dehydration
8. Demonstrate the safe use of your troop equipment (knives, axes, saws, stoves, and lanterns)
9. c) Demonstrate your knowledge of maps and compass; know how to take and follow compass bearings.
13. Cook a simple outdoor meal
17. Demonstrate knowledge of Leave No Trace philosophies

Pathfinder Award

Outdoor Skills:

1. Camp outdoors a minimum of six nights, not including those done for the voyageur award.
2. a) Participate in three additional hikes/trips of at least six hours duration each. One must include an overnight stay of at least two nights.
6. Sleep overnight in a temporary shelter that you built, while minimizing the damage to the environment.
7. Demonstrate square and diagonal lashing and describe their uses.
12. Demonstrate the proper disposal of cooking residues, grey water, and body waste.

Year Round Camper Award (Summer)

1. Spend at least two nights in each of the three camping periods in tents or other temporary shelter.
2. a) As a patrol, for each camp you must obtain written parental permission to camp;

Outdoors badges

Advanced Tripping

4. Demonstrated your ability to pack and carry your equipment.

Paddling

All Requirements Earned. Badge Supplied at Camp.

Pioneering

1. Demonstrate the ability to tie three knots not covered during the Voyageur requirements. Know

the uses of the knots in a pioneering setting (clove hitch for beginning and ending)

2. Prepare a demonstration illustrating square lashing, diagonal tripod lashing, and indicate the uses of each.

3. c) In a field setting use only wooden poles and ropes (or other bindings), the Scout will construct any two of the following: an entertainment type project (catapult)

Water Tripping

1. Help in the planning, and participate in, a three day water trip adhering to Leave No Trace philosophies.

2. Properly select and wear a PFD

4. Demonstrate the ability to select the proper equipment for your trip.

5. Demonstrate and explain ways to weatherproof camping gear;

9. Demonstrate how to load your craft for tripping.

Whitewater

3. Select and wear a properly fitted PFD and helmet.

Suitable Equipment

2. Discuss the importance of wearing a helmet.

6. Demonstrate appropriate footwear.

Paddle Stroke:

4. Back Paddling

6. Upstream ferry left and right.

7. Downstream ferry left and right.

General knowledge:

1. Demonstrate what to do if capsized.