



Far and Wide

Issue 83

Information for British Groups Abroad

June 2009

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Welcome!

Ian Jones CSL 1st Falkland Islands
Heather Bell CSL 1st Murcia Sur Scout & Guide Group
Angela Williams OCH 2nd Dubai

Departures

Elizabeth Broussard ACSL 1st Sharjah / 1st Dubai
Leroy Fowler ASL 1st Ascension Island

Congratulations

Ian Jones 1st Falkland Islands Wood Bade
Carol Wright 1st Fuengirola 20 years Long Service Award
Ann Payne Asst County Secretary 20 years Long Service Award

Gil Salway

We are delighted to report that Gil is now recovering well after treatment for a serious illness. She has a little while before she is back in Dubai but it's great news that she's on the mend.

Get well, Gil!

The Duke of Edinburgh's Award

Full support for The Duke of Edinburgh's Award, which can be part of the Chief Scout's Award, is provided by the County Team to ensure that anyone aged 14-25 years moving between the UK and other countries can continue without a break. If you need further information just contact the County D of E Advisor, Paul Janvier (paul.janvier@dsl.pipex.com).

The Scout Association's leaflet 'A Perfect Match' (reference LT120310 from the Information Centre) shows clearly the relationship between the Award and Scouting Awards – this information also appears in this issue of Far and Wide (see pages 11 & 12).



From the Editor

Here we are again with news for and from British Groups Abroad. Keep the information and ideas coming!

The deadline for Far and Wide 84 (1 September) is 1 August 2009.

David Bull
Editor - FAR AND WIDE

Skype: davidbull2005 00 44 1244 676059 mail@davidbull.net

Join the adventure

The Scout Association

International Office Gilwell Park Chingford London E4 7QW
Tel +44 (0) 20 8433 7100 Fax +44 (0) 20 8433 7103 Email international@scout.org.uk
Websites <http://www.scouts.org.uk> www.scoutbase.org.uk

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Muscat Half Marathon

As one of the activities required to complete their Fitness Challenge, ten Scouts from the 1st Oman, supported by three Leaders participated in either the Muscat Half Marathon (21 km) or the 10 km race on 6 February. This is an annual international event organised for athletes of all abilities which covers a circular route over roads close to the beaches north of the capital, Muscat. Both races started at the same time and initially followed the same route, with the 10 km runners turning back for home about half way along the course. This year, a total of over 300 runners participated.

Having trained for the event during the preceding few weeks at a number of local races, the Scouts and Leaders had prepared well and knew what to expect. Although the races were to start at 7:00 am, temperatures would soon increase to about 28°C with the sun rising. Once on their way, the runners soon spread over a considerable distance. However, with the Scouts wearing their red neckerchiefs, they could easily be picked out from other runners. For most of the route, the runners were very much on their own, but a good crowd welcomed them down the home straight to the finish and ensured they crossed the line with renewed vigour.

Overall, nine Scouts completed the 10 km race, with Dan Watt (14) racing to finish in 48 mins 32 secs and, not far behind, Kate Spalding (11) finishing as the 10th placed woman. Special mention must also go to Liam Holmes (13) who was the only Scout to attempt the half-marathon and completed the course in an excellent time of 1 hr 44 mins 38 secs. Having seen the majority of the runners finish the 10 km and half-marathon races, a large crowd of athletes gathered at the same start point for a 3 km fun run, including 11 less ambitious and younger Scouts, plus a number that had already completed the 10 km race. Although over a much shorter distance, their participation and achievement in completing the course must also be recognised. Perhaps more importantly than the participation, the Scouts also managed to collect the equivalent of over £2000 in sponsorship for their chosen charity, the Association for Handicapped Children in Azaiba.



• Kieran Buffey & Tom Fiddler with ASL Eric Buffey approaching the finish of the 10 km Race.



• Kate Spalding receiving her prize for 10th placed woman in the 10 km Race.

**Conrad Holmes
ASL, 1st Oman**

Adult Training

One of the things the County Team hear from time to time is that there is a bit of confusion about the structure of Scouting. Some think, for example, that the Beaver Colony is a separate Group to the Cub Pack and they in turn are separate from the Scout Troop and so there is no communication between them and they work independently of each other. This is not the case and all Leaders who have completed Module 1 (Essential Information) will be aware of this as it is explained fully in that module.

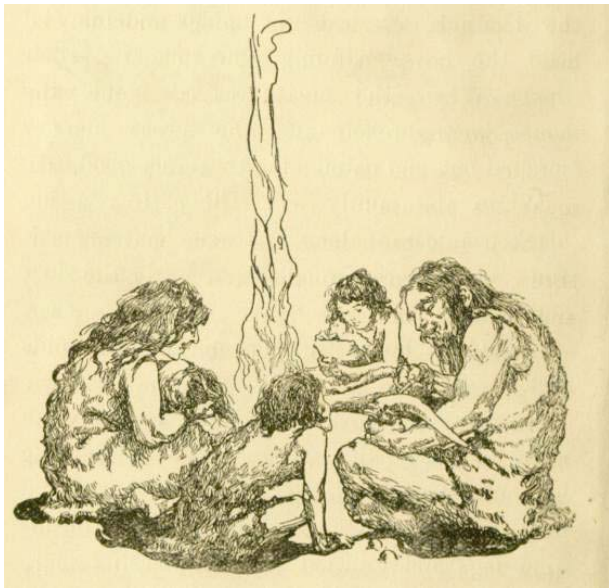
A Scout Group usually consists of three Sections, a Beaver Colony, a Cub Pack and a Scout Troop and has one name for the whole Group, e.g. 1st Toytown. As explained in Module 13 (Growing the Movement) it is important that the young people have a smooth transfer from Section to Section when they are old enough. In order for this to take place Leaders need to talk to each other and work together. I have also heard of cases where a Cub Scout becomes old enough to move up to the Scout Troop but the Scout Leaders put the young person on the waiting list. Remember, though that the youngster became a Member of The Scout Association when invested as a Cub Scout and has automatic right of entry into the Troop. The same applies to Beaver Scouts moving to Cubs. That is the purpose of the Moving On Award. If you need to look at those Modules again, Module 1 can be downloaded as an e-learning module and Module 13 can be downloaded as a workbook from www.scouts.org.uk/learnersresources

It is good to see a number of you really pushing on with your Training and many congratulations to Amanda Gorvel and Karen Crease of 1st. Murcia Sur Scout and Guide Group and Ian Jones of 1st. Falkland Islands MPA on achieving their Wood Badges. There are several more well on the way so hopefully in the next issue I will have some more to mention.

**Heather Elliott
County Training Manager**

Troglodytey Nitey

By and large, BGA Groups are isolated from one another. It's something we've got to live with. Okay, occasionally two Groups relatively close to each other join up for a weekend, or a few Explorers and Leaders might meet at a World Jamboree but that's about it. We don't get the opportunities common in UK to have County or District events such as swimming galas, incident courses, camping competitions, District sports days etc. So I have been thinking for some time on how to get the ESUs together for a County activity, perhaps at a Jamboree or in the UK, but the cost is prohibitive and not everyone could or would come. Then I realised I was working on the idea from the wrong end. Yes, it's nice to meet up but we don't have to. To participate all we need is to do the same activity at the same time, but in our own host countries! No huge travel costs and just put a report in at the end so everyone knows what happened. So I issued a challenge to all the BGA ESUs on this basis and Troglodytey Nitey was born.



The challenge was for each ESU to do a night hike to a cave, sleep in it and then cook a full English breakfast on camp stoves at dawn while they watched the sun rise from a suitable viewpoint, followed by a hike home. A troglodyte is a cave dweller and is also a play on the phrase "to go for a trog," or a walk, hence the activity name. This became a County event by Explorers participating on the same weekend in their host country and sending in photos and a report to Far and Wide to prove it. A special commemorative certificate was emailed to the ESLs who completed the participants name, countersigned it and presented it.

The idea snowballed and caught the imagination and so the challenge was thrown open to other British Scouts overseas in BSWE and Cyprus. Gibraltar is a Branch of the UK Association so two of their ESUs joined in too. An American Scout Unit who had met a Spanish BGA at an American Camporee also wanted to join in.

However Spain does not allow wild camping but as Fuengirola ESU was visiting Gibraltar, they arranged to do it there with the American and Gibraltar Scouts. Unfortunately this meant bringing the date forward a number of weeks and not all ESUs could not fit it into their busy programmes on time. These Units intend to do it later. Now that it has been proved that the event works, we shall consider it as an annual event. Perhaps this framework can be used by other Sections? A couple of the reports and photos appear next.

Tony Dunn
Assistant County Commissioner (Explorer Scouts)

St Helena Explorers



• *Breakfast at dawn in St Helena.*

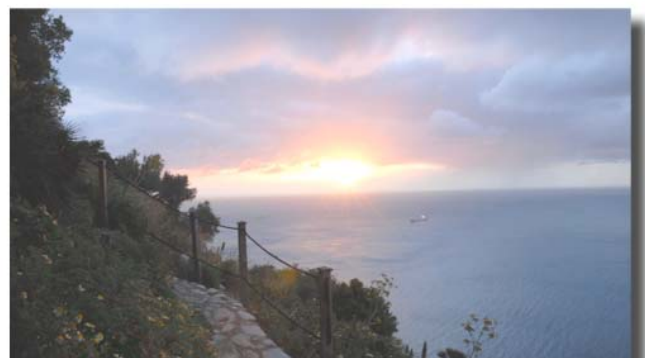
The Explorer Unit thoroughly enjoyed their experience and although they have spent many nights camping, this one had a new twist for them. The hike was relatively short (40 mins) and we spent the night in a magazine below the site of an old coastal gun battery on a ridge overlooking Jamestown. Sunrise was about 5.45am, although it did not appear over the ridge until about 6.30am. The first photo cooking breakfast in the dark was taken about 5.30am and the sunrise photo was taken about 6.15am. The weather was excellent with clear night sky and a fine bright morning.



• *Awaiting sunrise at St Helena.*

Gavin E George
ESL, St Helena ESU

Gibraltar visit



• *Mediterranean dawn from Gibraltar.*

We had an amazing weekend, we went to Gibraltar and we organised to have two of the Gibraltar Explorer Units as well as a Boy Scouts of America Group from Rota, Cadiz.

We visited the 100 Ton Gun, (of which there are only two left in the World). We also went down to Europa point (Southern most point in Europe). We visited The Tower of Homage (Moorish Castle), and The Great Siege Tunnels. We were able to visit an old Gun Placement which is known as The Governors Look-out. This was donated to the Gibraltar Scouts Association. After lunch we hiked to Upper St. Michael's Caves, and then we had the privilege of being taken on a guided tour of the Lower St. Michael's Caves and its underground lake.



• In lower St Michael's caves, Gibraltar.

We then had a dusk hike to the Caves where we stayed in GOATS HAIR CAVES. You can see a great photo taken from the inside of the cave, and in the distance you can make out the lights of Ceuta on the African Coast, also lights of maritime shipping, with Jordan standing in the entrance to the cave, and the photo is taken from inside facing out.



We had a Group photo at the famous Pillars of Hercules Monument and then hiked back around the southern Rock and back all the way down to the Sea Scouts' HQ.

The Unit had a great weekend and the Troglodyte Nitey experience is one they will never forget. Thank you for this initiative, as it would not have occurred to us.

Alphonso (Fonz) Sanchez
ESL, Ark ESU, Fuengirola



My First Scout Camp

On 11 March this year I went on a Scout Camp to the Beach Club in Azabia Muscat, my first Scout Camp.

When I was thinking whether I should go or not I never thought it would be so much fun. Off course I was nervous to be going to the camp and I thought it might be a bit boring. I had had a camp away with school and was a bit homesick but I just thought 'why not try it again'. Boy, was I glad I did - I could not have been more wrong. During the camp I took part in a lot of activities. I don't think I can actually name all the activities but I will name a few of them. Raft building, pioneering, kite making, sports, obstacle courses and a treasure hunt. One of the best activities was the camp fires, when skip (our leader) read us a camp fire story. Usually scary about purple gorillas and skeleton ladies, when the lady eats herself for food! The raft building, we had to do in teams working together. We were told the better we worked together the better the raft. Our team took longer than some of the others but when our raft didn't fall apart we knew we had done a good job. Pioneering was a great deal harder. We had to use the knots and lashing we had learned to build an hour glass out of planks of wood and lots of rope. Eventually we finished and even though it leant a little to the right it stood taller than the other teams.

On the second day my team did the kite making. It was easy enough to make the kite and decorate but it was difficult to get it up in the sky as we could not get the string out quickly enough.

Over the weekend we had lots of different sports activities including volleyball, football and rugby. My favourite was definitely the obstacle course. It did involve water bombs, which is probably why. There were five different challenges, climbing frame, tower climbing, bridge walking and sweet dipping. This meant dipping your head in a bowl of flour to retrieve a polo mint (very messy). The final challenge was water bombs, which doesn't need much explaining.

At the entertainment night we did a talk on bullying, I didn't like the way we did our piece because I think the others were funnier. So next time I think I would try and have more input. One of the things I was worried about was the food which turned out to be very tasty. We had noodles, sweet corn and burgers, the best thing was we were allowed to drink as much tea as we wanted (and I love tea).

When it was time to go home we had to pack the tents up, get dressed in full uniform before the parents arrived. It was all over very quickly! To wrap it all up it was one of the best camps I had ever been on. Good food, good games, cool stories and for future reference I will go on the next camp for sure.

Roddyne Mentiplay
Falcon Patrol, 1st Oman

Chief Scout Gold Award

Congratulations to Daniel McGill and Julian Yon (1st Falkland Islands) on achieving the Chief Scout's Gold Award. Congratulations also to the seven members of 1st Oman who achieved the same success. Our picture shows them with the British Ambassador, Dr Noel Guckian.



New Chief Scout

A warm welcome to Bear Grylls, who will be the new Chief Scout of the UK Scout Association. The famous adventurer takes over when current Chief Scout, former Blue Peter presenter Peter Duncan, completes his five year tenure in July. When asked why he chose to volunteer for the UK's largest mixed youth movement, Bear said: 'In short, because I love adventure and I love hanging out with good friends. For me this is what Scouting is about.'

Born on 7 June 1974, Bear Grylls will be the youngest ever Chief Scout. He first got involved in Scouting aged eight as a Cub Scout. Bear attributes this time as part of the inspiration behind his adult adventures presenting TV shows such as Born Survivor: 'So much of who we are as an adult is formed when we are kids,' said Bear. 'What Scouting says to people is: "it's okay to go for it in life".'

'Every child has a right to have an adventure. Life is about grabbing opportunities. The prizes don't always go to the biggest, the best and the strongest – they go to those who persevere. These are simple life lessons that Scouting teaches people.'

News from Spain

The Ark Explorers in Fuengirola had the honour of being invited on board the Royal Navy frigate HMS St Albans, which was moored in the port in Malaga, SPAIN. We were shown many of the aspects of naval life, living onboard as well as many of the technicalities of a warship.



The tour was informative as well as entertaining and all the Explorers had a great time. Our sincerest gratitude to HMS St Albans.

1st Fuengirola have recently changed their Group colours as it was felt they wanted to identify with Spain more, So asked could they change to red and yellow to identify with the Spanish flag. This was finally agreed and the change took place at the Founder's day service on 22 February. Fonz stood up at the front of church and announced to the congregation that the Scouts were changing their knickers. This caused much embarrassment to the Scouts, and amusement to the church members. Of course he meant to say and did quickly correct himself to say the Scout group was changing their neckers. He went on to explain why and we then changed the entire Group's scarves as we renewed our Promises with many of the congregation also joining in to renew their Promise.



Carol Wright
GSL, 1st Fuengirola
Alphonso (Fonz) Sanchez
ESL, Ark ESU, Fuengirola

Singapore Cubs meet the Fire Brigade

Tanglin Trust School Cubs met the Brigade when they visited the Pack's recent camp. The Cubs were able to talk to the fire-fighters and to have a look at their vehicle.





BEAVER SCOUTS

As I am writing this article the sun is shining which is the exact opposite of the last time I wrote the article when snow was swirling around outside. Hopefully this year the weathermen will be correct with their prediction of the weather. I heard on the news today that we are in for a glorious summer here in the UK, we can but hope.

I am in the middle of preparing to take my Beaver Scouts on the first sleepover of the year which will take place in 2 weeks time. They are very lucky this year as we have three sleepovers planned. We always have two sleepovers each year, one in May and one in November. However our Scout Group is 40 years old this year and we have decided to have a group weekend camp to celebrate the event with the Beavers attending on the Saturday through to Sunday. It would be lovely to hear from any Colonies in British Groups Abroad who hold sleepovers. I shall let you know how we get on.

The programme on a plate is looking at the weather this time as it always seems to be a great topic of conversation. How did you all get on with last times programme on a plate? It would be lovely to be able to share with everybody what your Colony did towards the badge. If you have any photographs or exciting news please send it so that we can print it in the next issue of Far and Wide.

Don't forget if there is anything you would like us to cover in Far and Wide please let us know so that we can address it. Or if you have anything you would like to share with the other Colonies please feel free to send it to us.

I look forward to hearing from you soon

Debbie Phillips
Assistant County Commissioner (Beaver Scouts)



CUB CORNER

Spring is arriving in a great rush here this year. The snow and following cold weather held things back but now that we've had a few days of warm sunshine the plants are in a rush to show themselves. The birds are singing, the trees are budding and the spring bulbs are all coming out at the same time and I suspect they will be over very quickly too.

Looking at the great outdoors and what is happening there and thinking of BGA Cubs makes my mind turn to camps. Leslie Howard in Singapore has sent me part of a programme she ran at a recent

camp. She called part of the programme the Amazing Race. Have a look at what she sent later.

During this particular section of the camp the Seconds were in charge of a team and had to lead their team in completing four challenges. There were four teams of children and not all the challenges could be done at the same time so the Cub in charge of the team had to exercise leadership and choose which challenge to complete first. All the challenges had to be completed in a given time. Points were awarded for the way the challenges were completed and for teamwork leadership and initiative.

The Cubs really enjoyed this section of the camp and during the post camp review asked Leslie to come up with the same sort of thing as a challenge evening at Cubs.

Since reading this in her e-mail I've had my thinking cap on. Looking at the challenges Leslie set I note that there are some 'Scoutie' things, some fun things, some difficult things and some easy things. Given the time of a pack meeting as 90 minutes and taking out 15 minutes for Grand Howl, subs, explanations, juice and closing that gives 75 minutes to have challenges in. That gives time to do four challenges of 17 minutes each.

This is not an easy thing the Cubs have asked Leslie to come up with. The only thing I can think of is first aid. If you have teams of four Cubs then they can work in pairs. As a team they have to sling an arm and bandage a cut. The leader can put some theatrical blood on an arm or leg and a team member must bandage it. Meanwhile another team member slings an arm. Points for using a reef knot and for neatness.

So, the challenge for all of us is can we help Leslie? Can you come up with an idea or more ideas? Just one from each Pack will be enough. We need easy and difficult challenges that would take 10 to 20 minutes to complete. With the ideas you submit we should be able to come up with a programme of varied challenges to be done during a Pack meeting.

Send your idea/s to me and we will compile them and publish them in the next Far & Wide so we can all run an evening of challenges.

I look forward to receiving your ideas.

Astrid Roberts
Assistant County Commissioner (Cub Scouts)



SCOUT SPEAK

Faith is a very personal concept. As Scout Leaders we are not 'religious teachers', but we have a responsibility to allow our Scouts to develop or experience their own faith and ideals. So don't be afraid of delving into this area – you may well be pleasantly surprised.

Here's the idea ...

- Find out what is important to your Scouts, what is special in their lives – a great memory, or a special occasion

• Let's talk about God – what do they believe – this a great thing to do on camp round the dying embers of a campfire, with a mug of hot chocolate in hand

• Be Forest Gump – Start with 'Life is like a box of chocolates ...' and get the Scouts to finish it off in their own way (save them and read them later after camp to bring back memories)

• Spiritual stories from other countries are often powerful – like the creation stories from Aboriginal legend

• Give the Scouts some words of wisdom and get them to develop the idea into their own, or interpret the meaning in their own way

• Collect thoughts and words and use them at / after / during Troop Meetings – here is one ready for you from my personal book of literary treasures:

"To the great artist – everything in nature has character; for the unswerving directness of his observation searches out the hidden meaning of all things." (Rodin)

Go well and safely.

Darren Bretton

Assistant County Commissioner (Scouts)



EXPLORER SCOUTS AND SCOUT NETWORK

The two articles on Wide Games attracted comment(!) and requests for more. So here is the final batch.

Cover (Manhunt Type Wide Game for very small numbers)

Take the Explorer Scouts as one group to an area that contains good cover such as bushes, depressions in the ground etc. Blindfold one Explorer Scout to act as a border guard. On the blast of the whistle, all Explorers, with the exception of the guard, dash for cover. One minute later a second blast will be blown and all movement of the hiding Explorers must cease; the guard will remove his blindfold, and from his spot, try to detect the hiding places of the other Explorers, pointing out to the Leader the piece of cover and if possible, name the Explorer hiding. After a reasonable time, two long blasts will be given, whereupon still hiding Explorer will step from cover to be identified. For each Explorer spotted, a mark will be awarded and another if correctly named, to the guard. Every unspotted Explorer will also get a mark. When all this is totalled, the Leader blows the rally and all Explorers rush in to touch the guard, who must remain still. The Leader will then award position marks. The object of awarding marks for this is to ensure that no Explorer selects cover so far out that it would be practically impossible for anyone to detect them. If they do, they will usually get low marks for the race in. It also gives each Explorer an opportunity to gain almost as many marks as the guard can gain. Too high a mark, however, should not be given for the race in, the emphasis should be upon the hiding. A new guard is selected and the game is repeated as before. The game is played in daylight as described. At night, give the guard a searchlight (a powerful torch) to sweep search the hiding grounds.

Route-finding (Treasure or Man hunt type on foot in town)

Markers are placed to give direction and Explorers follow them as one team to the endpoint. Markers can be either side of the street on junctions. If it is on the left, they turn left at the junction, if it is on the right, turn right. No markers means straight ahead, as does a marker half way down a straight not on a junction. Markers can be chalk marks, a piece of coloured tape or string tied around something, a match box or a bottle top, with a symbol written on it underneath so that they know it is not litter. They can be hidden or on plain view, high or low, depending on how hard you want the game to be. But remember, if they go straight on instead of turning, they will lose the scent and must retrace their steps to pick up the route. Each box/packet type marker can contain one sweet to give each searcher an incentive to find it. Treasure can be a bag of sweets. Can also be played with each marker containing a clue, or a letter to make a sentence. Explorers return the markers found and with the Leader as guide, retrace the route to pick up any markers missed and any contained 'treasures'. Don't forget a story to add interest, such as the sweet shop has been robbed and in his haste to get a way the robber has dropped some of his booty. Catch the robber! (the ESL)

And finally: Rum-running, a Water Wide Game.

You need assorted watercraft to take the whole ESU, and a stretch of safe lake, easy river or shallow sea. Rowing boats, open canoes, kayaks etc, owned, loaned or hired. Split into two equal teams based on speeds of the craft. Team A (the Rum-runners) are given 4 minutes start before Team B (the Customs) come after them. Each Rum-runner crew carries three large bottles of pop; adjust litreage, not number of pop bottles for smaller numbers. If they get to the other end un-captured, they win, and can drink the precious liquid. If a Customs boat captures them, by heaving its bow painter over their boat for'ard of the for'ard man, the Runner admits capture and hands over one bottle of fizz to the captors. The captors then have to stop and drink the bottle dry, everyone in the crew having some, which delays them sufficiently for the Rum-runner to get away with the remnants of their cargo. No boat can attack the same boat twice. The Customs need to grab as much rum as possible, so craft should board craft of a similar speed to maximise profits. If they just catch the slowest, then the others will make it home. But let them work that out. Timings and distances are critical to make it a close game and it is worth Leaders having a secret dry-run, (terrible pun).

Many Wide-games can be adapted to water. Flag raiding for instance, can be played using kayaks on a lake or swimming pool, with small flags mounted in polystyrene. Floating bottles can hold clues for treasure hunts leading to the next. Cordon-breaking can be played by catching other craft using painters as above, as can a tamer version of British Bulldog, but still good fun. Just ensure the water is safe and safety equipment is worn as appropriate. Try the Wide Games mentioned in the articles, let us know how you get on and send us the photos. Over to you!

Tony Dunn

**Assistant County Commissioner (Explorer Scouts)
and County Scout Network Commissioner**

Beaver Programme

Time	Activity	Zone	Method	Instruction
5 min	Joining in Game Weather Corners	Learning about yourself	Play Games	Label the corners, sun, rain, snow and clouds. Beavers to run around and when whistle blows they must run to a corner. If that corner is called all those in that corner are out.
10 min	Opening Ceremony	Exploring the world around us	Follow Themes	Introduce theme for the evening. Ask the Beavers what they know about the weather.
30 min	Craft WeatherHouse	Discovering Creativity and Practical Skills	Make things	Using the template let the Beavers make the weather house. They can then take this home and maybe keep a log of how many times each person stands in the doorway over a two week period.
5 min	Game Egg and Spoon race with a difference	Learning about yourself	Play Games	Split the Beavers into teams. Their task is to get from one side of the hall to the other. Place small Styrofoam balls on spoons and try to carry this mini "snowball" across the room without dropping it. This could be done as a relay race where the Beavers hands over the snowball to the next person in the team who carries it back to the beginning and so on until all those in the team have had a turn.
5 min	Song Singing in the rain	Learning about yourself	Act sing and make music	Teach the children the words and actions to singing in the rain
5 min	Closing ceremony	Beliefs and Attitudes	Follow themes	Beaver Prayer. Review the activities and explain what will happen the following week.

Programme Support - Scout Section

By the time that you read this we shall be well into the Camping Season.

Here are a few ideas on how to balance your programme and achieve some additional awards:

The ZONE: Creative Expression	The ZONE: Community
Cooking a Meal as Patrol – working out the menu and shopping themselves. Backwoods Bounty –what innovative recipes can be created on camp. Planning your camp layout	Service on the campsite. Local service – cleaning up a stretch of beach. Hike in the local area using footpaths and trails and visit a place of interest
Supported Awards: Camper Camp Cook Challenge Badges	Supported Awards: Hikes Away Heritage Campsite Service Challenge Badge

The ZONE: Global	The ZONE: Outdoor and Adventure
Camping the International Way – how do other countries do it? Develop an International Menu Try some international Campfire Songs	How about survival camping Sleeping under the stars Hike camping- a different location each night
Supported Awards: Nights Away. Camp Cook. Challenge Badges.	Supported Awards: Survival Skills. Hill Walker. Hikes Away. Nights Away. Camper. Challenge Badges.

The ZONE: Fit For Life Healthy Menu – involve the Scouts in developing the camp meals. Early morning exercise – aerobics or just a run? Full kit inspection – a tidy tent is a healthy tent.	The ZONE: Beliefs and Attitudes Campfire Scouts Own – share your thoughts and ideals. Camp prayer book – for any faith, prayers or words of worship from any faith. Use the outdoors and environment to wonder at the world about us.
Supported Awards: Athlete. Camp Cook. Chef. Challenge Badges.	Supported Awards: My Faith. Challenge Badge.

Stars in their Eyes

The theme for this next programme is the Stars – and whilst there are a number of ideas around celestial bodies, there are a couple related to other sorts of stars too. Look at the cub programme as well for additional ideas based on this theme.

Creative Make 3D constellation models using plasticine as the stars, and drinking straws to attach them together. Hang the models up in your meeting place – if you paint the plasticine with fluorescent paint the stars will 'glow' when you turn the lights off. Take some photos and send them into me for the next issue of Far and Wide	Global Get some old 35mm slides that have come out black – many people (like my Dad) will have some of these tucked away in a loft. Using a pin create constellations that can be seen in different parts of the World – like the Southern Cross in Australia – by making prick marks through the slide. Turn off the lights and use a projector to display the constellation on the ceiling. Learn different ones and then 'test' the scouts on their recognition of the stars
Fit for Life Superstars. Hold your own athletics / sports / challenge event. Perhaps you could create a programme for the complete all round superstar of your Troop and include mental agility as well as physical prowess. Perhaps there could be a section on creative capability as well. Award certificates / prizes for everyone for their own specific contribution.	Outdoors and Adventure Star gazing is a great outdoor activity that any age will love. If you have access to a telescope then even better. Find a clear night, get away from the city lights if you meet in town and enjoy the open air. If you spend some time before the meeting learning some of the constellations, then spotting will be much easier (you could always take some guides with you). Finish off with a drink / food under the night sky.
Exploring Beliefs and Attitudes The Greeks believed in a Pantheon of Gods – i.e. they had a God for virtually everything. Many of the constellations we see today are based on Greek Mythology. Research some of these myths on the web and relay the stories to the Troop linking in how the constellation was developed. Why not create your own constellations linked to what is important to your young people (the iPod Constellation for example). Aside from the above, a quiet moment in contemplation about Life, The Universe and Everything whilst gazing at the wonder of the night sky is surely a special reflection.	Community A chance to get all sections together and have a group party. Invite your parents along as well to make it a real 'community affair'. Perhaps this would be an ideal time to award 'stars' to your Troop – do you have someone who has done really well. Contributed positively, made a difference, joined in with everything? If so give them an award – like the Troop Oscars.

ASTRONOMER'S BADGE

This badge offers something a little different for the Scouts. If you are in a location where you have clear skies with no light pollution, then you can have a great experience in doing this. You will need to make sure you plan this one to take into account the phases of the Moon and the three months required for the project part of the Awards

LINKS:

The above programme can support you in delivering these Awards/badges/ training:

Module 12 Evidence from the above will support validating this Module for Leaders

Challenge Awards Use the ideas above to support the challenge badges in the section

Activity Badges Astronomer, Astronautics

County Team



County Commissioner
Peter Dawes
00 44 1403 256800
dawesp@gmail.com



County Secretary
Martin Payne
00 44 7980 541311
bga@martinwpayne.com
Skype: MartinWPayne



Assistant County Secretary
Ann Payne
bga@martinpayne.com



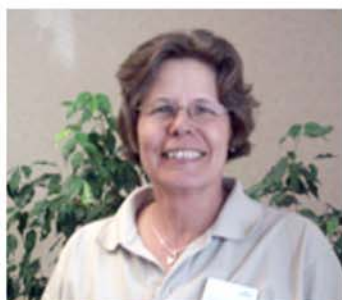
County Training Manager
Heather Elliott
00 44 1440 705509
elliott0647@yahoo.co.uk
Skype: heather.elliott47



Nights Away Adviser
Tim Taylor
00 44 1403 268298
tim@changeways.org.uk



**Assistant County Commissioner
Beaver Scouts**
Debbie Phillips
00 44 1606 738418
debbie@marketinggroup.co.uk
Skype: debbie.phillips2



**Assistant County Commissioner
Cub Scouts**
Astrid Roberts
00 44 208 778 5340
astridroberts@aol.com



**Assistant County Commissioner
Scouts**
Darren Bretton
00 44 1245 257 968
accinternational@essexscouts.org.uk
Skype: eagle-darren



**Assistant County Commissioner
Explorer Scouts, County Scout
Network Commissioner and
County Historian**
Tony Dunn
00 44 1562 824924
tonydunn@supanet.com



Editor, Far and Wide
David Bull
00 44 1244 676059
mail@davidbull.net
Skype: davidbull2005



**Duke of Edinburgh's Award
Adviser**
Paul Janvier
00 44 151 327 4026
paul.janvier@dsl.pipex.com



**International Scout Fellowship
Chairman**
Alan Beavis
00 44 1189 333313
alanbeavis@btinternet.com

As a Member of The Scout Association you can participate in The Duke of Edinburgh's Award as well as Scouting Awards. This is done through being a member of an Explorer Scout Unit or the Scout Network.

This leaflet aims to outline the basic information you need to choose the most appropriate awards for you, get started on them and who can help you through them.

THE AWARDS

The Chief Scout's Platinum Award, the Chief Scout's Diamond Award and the Queen's Scout Award have similar requirements to The Duke of Edinburgh's Bronze, Silver and Gold Awards (respectively).

Bronze Award (14 + years)



Service	Skills	Physical Recreation	Expeditions
3 months	3 months	3 months	Plan, prepare for and undertake a 2 day, 1 night venture

All participants must undertake a further 3 months in either the Service, Skill or Physical Recreation Sections.

Chief Scout's Platinum Award (14+ years)



In addition to the above you need to complete the following:

1. Be a member of Explorer Scouts/Scout Network for at least six months.
2. Complete six Nights Away, four of which must be camping.
3. Complete two activities as an Explorer Scout/Scout Network member from the lists available in www.scouts.org.uk/ive (each should be from a different list).



Silver Award (15 + years)



Service	Skills	Physical Recreation	Expeditions
6 months	One Section for 6 months and the other Section for 3 months		Plan, prepare for and undertake a 3 day, 2 night venture in open country

Direct entrants must undertake a further six months in either the Service or the longer of the Skills or Physical Recreation Sections.

Chief Scout's Diamond Award (15+ years)



In addition to the above you need to complete the following:

1. Be a member of Explorer Scouts/Scout Network for at least twelve months (this can include time spent working on the Chief Scout's Platinum Award).
2. Complete twelve Nights Away, eight of which must be camping (this can include Nights Away counted for the Chief Scout's Platinum Award).
3. Complete two activities as an Explorer Scout/Scout Network member from the lists available in www.scouts.org.uk/ive (each should be from a different list and not the same activities as those undertaken for the Chief Scout's Platinum Award).

Gold Award (16 + years)



Service	Skills	Physical Rec.	Expeditions	Residential Project
12 months	One Section for 12 months and the other Section for 6 months		Plan, prepare for and undertake a 4, day, 3 night venture in wild country	Undertake a shared activity in a residential setting away from home for 5 days and 4 nights

Direct entrants must undertake a further 6 months in either the Service, Skills or Physical Recreation Sections.

Queen's Scout Award (16+ years)



In addition to the above you need to complete the following:

1. Be a member of Explorer Scouts/Scout Network for at least 18 months (this can include time spent working on the Chief Scout's Platinum and Diamond Awards).
2. Complete 18 Nights Away, twelve of which must be camping (this can include Nights Away counted for the Chief Scout's Platinum and Diamond Awards).
3. Complete two activities as an Explorer Scout/Scout Network member from the lists available in www.scouts.org.uk/ive (each should be from a different list and not the same activities as those undertaken for the Chief Scout's Platinum and Diamond Awards).
4. On completion of the above a presentation should be made to a suitable audience, this should demonstrate your achievements so far in working towards the Queen's Scout Award.