



Victoria Scout Group Troop

Brief Outline of the Troop Badges & Award – Mountaineer Award

This guide is aimed for scouts and parents as a brief introduction to the Troop Programme: The Mountaineer Award. **Parents should support and encourage scouts to work on this programme at their own initiative.** This information is extracted from the Mountaineer Award book, which is available to purchase from Library at HQ. **Every scout should have this book, as the badge requirements are listed clearly in the book.**

1. Mountain Boots Badge

The **Mountain Boots Badge** is the starting badge of the Mountaineer Award. It helps Scouts settle into the Troop Section and understand the basics of Scouting before moving on to the main programme. It is the link badge between Cubs and Scouts, and an introductory badge to those joining the troop from outside the movement.

Scouts work on areas such as:

- attending **5 Troop meetings** and attending **1 outdoor activity**
- learning about Lord Baden-Powell and Brownsea Island
- understanding the Scout Law and Promise
- learning the Scout Sign, Salute, and Handshake
- learning about flags, the Scout uniform, and Scouting in Malta
- understanding their own Scout Group, Troop, and Patrol

This badge prepares the Scout for the rest of the Mountaineer journey. This badge should be completed within 3 months of joining the troop. Once completed, the scout will be eligible for the next investiture.



2. Mastery Badges

The **Mastery Badges** are the main skill-based badges of the Award. A Scout needs to complete **6 Mastery Badges** throughout his 4 years at scouts

These badges focus on Scouting skills, which are:

- Camping
- Backpacking
- Cooking
- First aid
- Orienteering
- Pioneering

N.B. the book also mentions Air and Boating Mastery, we the Victoria Scout Group do not do this part of the award.

Each Mastery Badge is completed through the Patrol and is divided into three stages:

Base Camp: The Scout observes, participates, and starts learning the skill.

Advance Camp: The Scout becomes more involved by helping to organise and support the activity.

Summit: The Scout leads, takes responsibility, and helps pass the skill on to others.

In each stage, the scout would need to attend and actively participate in meetings where a certain component of each stage is being done. Alternatively, the scout can approach a leader or a PL to work on the badge on their own time/initiative as well.

For each stage completed, the Scout receives a token. When the Scout reaches Summit, they also receive the full Mastery Badge for their uniform.



3. Interest Badges

The **Interest Badges** allow Scouts to explore their personal interests, hobbies, and talents. A Scout needs to complete **4 Interest Badges**.

These can be done:

- individually
- with another Scout
- as part of a Patrol
- alongside a related Mastery Badge

Examples of Interest Badge areas include:

- Animal Lover
- Artist
- Astronomer
- Business Creation
- Communicator
- Design & Building
- Electronic Innovation
- Environmentalist
- Family Life
- Fundraiser
- Graphic Designer
- My Community
- Nature
- Performing Artist
- Personal Fitness
- Photographer
- Scientist
- Swimmer
- Water Sports



These badges help Scouts develop their own interests while still building confidence, creativity, responsibility, and practical skills.

4. Final Mountaineer Award

To complete the full **Mountaineer Award**, a Scout must complete:

- **Mountain Boots Badge**
- **6 Mastery Badges**
- **4 Interest Badges**



The Mountaineer Award is designed to be spread across the 4 years the scouts spend in the troop section. It should be spread equally, with scouts aiming to complete around 6 camps and an interest badge a year.

Once completed, the Scout receives the full Mountaineer Award recognition, including a **Pin Badge**. The full journey is designed to help Scouts grow in confidence, develop useful skills, work well with their Patrol, and prepare for the next stage of their Scouting experience.

Practical Tips for Parents

The main aim of the scout programme is to help the scouts learn new things, develop new soft skills and continue learning about what they like or do not like. Here are some ways we suggest to help this:

- Regularly encourage scouts to work on their badgework, especially interest and mastery badges.
- Regularly check-in on badge progress.
- Scouts badgework aims/targets should be realistic and balanced. It is not possible to get all the badges in a few months/weeks.
- Support and create the environment for regular badge work.
- If they are working on an interest badge, ensure that the area/topic is interesting to the scout and not a forced badge.
- Try to maintain an 85% attendance to meetings as this ensures the best and efficient progress in badges. Attending haphazardly means that scouts may miss certain meetings forming part of the mastery badgework, and this means that the camp would not be rewarded.
- You can use Online Scout Manager to check badge progress, underneath Scout badges and meetings.
- The Scouts can also have scout access to their OSM Account to see the badges and meetings.