



Date: 13/06/2010

Survival Bash

Sunday

Start	Duration	End	Activity	Test Passed	Equipment	Responsibility
03:30	00:30	04:00	Meet at Crows Nest.			Parents
04:00	06:00	10:00	Travel to Klipwal Gold Mine.			Crow
10:00	00:30	10:30	Safety Induction Training			Mine Safety Rep
10:30	00:30	11:00	Show 2 methods of navigation by day & night without a compass.	S6.	Info page	Buffalo
			Set a map with a compass and without, find your position and know symbols and scales.	P1a;H5;M5g.	1:50 000 Maps compasses	Do this section at Tuesday night meeting
			Different types of compasses available, how they work and some of the problems.	M1.	Different types of compasses	
			Differences between, true, grid, magnetic north & find them.	P1b;M2a-c.	1:50 000 Maps	
			Understand magnetic declination & the effect, know how to convert them between compass and map.	M3.	1:50 000 Maps	
11:00	07:00	18:00	Scouts set off on hike (Pathfinder verbal report). (Adventurer written report and act as second in charge). Load at least 10 Waypoints, navigate them using a GPS. The route must be at least 15Km long.	P15/A14;H6. AN10	Printed Maps	Liger / Adventurer
18:00	00:30	18:30	Set-up camp.			Pl's
18:30	00:30	19:00	Lay and light a fire using a flint and steel.	S3.	Flint & Steel	Buffalo, A-D
19:00	01:00	20:00	Supper.			Pl's
20:00	00:30	20:30	Scouts - Bed.			
			Scouters - Coffee and daily briefing			Crow

*** Note: If you are responsible for an activity that is to be run by seniors e.g. First Class, Explorer or Springbok scouts make sure that the planning has been done well in advance.**

- P** Pathfinder
- A** Adventurer
- F** First Class
- E** Explorer
- T** Springbok

- C** Conservation (scoutcraft)
- FC** Fires and Cooking (scoutcraft)
- H** Hiking (scoutcraft)
- M** Map Reading (scoutcraft)
- O** Observation (scoutcraft)
- Pi** Pioneering (scoutcraft)
- S** Survival (scoutcraft)

- AN** Advanced Navigation (interest)
- B** Backwoodsman (interest)
- CL** Campfire Leader (interest)
- CQ** Camp Quartermaster (interest)
- Co** Cook (interest)
- Ma** Mapping (interest)
- Mm** Marksman (interest)
- Si** Signaller (interest)
- V** Veldcraft (interest)
- W** Water Biologist (interest)



Date: 14/06/2010

Survival Bash

Monday

Start	Duration	End	Activity	Test Passed	Equipment	Responsibility
06:00	00:30	06:30	Rise and shine.			Pl's
06:30	00:30	07:00	Breakfast and tidy up.			Pl's
07:00	08:00	15:00	Start hiking.	P15/A14;H6.		Pl's
15:00	00:15	15:15	Opening parade.		District flag, rope.	Crow
15:15	01:15	16:30	Knotting relay - 7 basic knots & simple whipping.	P7.	Knotting ropes	Owl
			Tie the following knots: bowline; sheet bend; round turn and two half hitches; figure-of-eight knot; fishermans knot; timber hitch; bowline-on-a-bight; manharness hitch; rolling hitch; running bowline; taut-line hitch; marlinspike hitch.	PI2		A-D
			Tie knots in fishing line: blood knot; fishermans surgeon knot.	PI3	Fishing Line	A-D
Section for a reward - Drive to campsite.						
16:30	02:00	18:30	Cook supper - Pressure packs	P5;A11;S4;FC7.		Junco
18:30	02:00	20:30	Scouts receive codes and hike to remote sites. (easy)		Codes	Crow
18:30	03:00	21:30	Check, follow teams to the campsites. Do not leave until shelters are set up and fire is made.			A-D
20:30	01:00	21:30	Set-up camp.			Pl's
21:30	00:15	21:45	Scouts - Bed.			
			Scouters - Coffee and daily briefing.			Crow

*** Note: If you are responsible for an activity that is to be run by seniors e.g. First Class, Explorer or Springbok scouts make sure that the planning has been done well in advance.**

P Pathfinder
A Adventurer
F First Class
E Explorer
T Springbok

C Conservation (scoutcraft)
FC Fires and Cooking (scoutcraft)
H Hiking (scoutcraft)
M Map Reading (scoutcraft)
O Observation (scoutcraft)
Pi Pioneering (scoutcraft)
S Survival (scoutcraft)

AN Advanced Navigation (interest)
B Backwoodsman (interest)
CL Campfire Leader (interest)
CQ Camp Quartermaster (interest)
Co Cook (interest)
Ma Mapping (interest)
Mm Marksman (interest)
Si Signaller (interest)
V Veldcraft (interest)
W Water Biologist (interest)



Date: 15/06/2010

Survival Bash

Tuesday

Start	Duration	End	Activity	Test Passed	Equipment	Responsibility
06:00	00:15	06:15	Rise and shine.			Pl's
06:15	00:45	07:00	Return to main camp.			Pl's
07:00	00:30	07:30	Breakfast and tidy up. (make a fire in the open and cook on it)	FC3;FC7.		Pl's
07:30	00:15	07:45	Opening parade.		District flag, rope.	Crow
07:45	00:15	08:00	Observe nature & make a record of what you see and why the behaviour of the animals was so. Report actual instance of pollution.	P14a,b;A9. W4.	Binoculars, books	Owl
08:00	02:00	10:00	Make plaster casts of 3 different spoor & sketch 5 others. make one cast as a positive and negative.	C6g;O7;V7. A12a.	Pen, paper, plaster paper clip	Owl
10:00	00:20	10:20	Promise and law, flag ceremony.	P16;P17.		Buffalo
10:20	01:00	11:20	Sketch the water cycle including run-off, ground water. Render muddy water clean for human consumption. Finding water and conserving it. Make a solar still and collect water in it.	C2, W6. S5. F8d;B3ci. B3cii.	Pen & paper Tin, cloth Black bags	Liger / First Class
11:20	00:25	11:45	Explain different scales of maps and grid references for buying them. Understand lines of latitude and longitude and grid references. Find your position on a map and give the co-ordinates.	Ma2. Ma6; AN2		Junco
11:45	00:15	12:00	Explain what a GIS is. Explain the different ways of obtaining data for a GIS.	AN7,8.		Liger
12:00	00:45	12:45	Wash in dam / swim. (Boys) Survival kit inspection and explanation.	S1.		A-D Gull
12:45	00:45	13:30	Survival kit inspection and explanation. Wash in dam / swim. (Girls)	S1.		Gull A-D
13:30	00:15	13:45	Safety in using, shaping and caring for an axe and panga. Know how to care for, hank and store ropes.	P8. P6.	Axes, s. stone Selection of rope	Crow
13:45	00:30	14:15	Discuss the outdoor code. Causes of pollution, water, air, soil & waste. Describe steps taken to preserve the balance in water. Describe three different classes of life and illustrate them.	C1. C3. W5. W3.	Outdoor code	Owl Junco
14:15	00:20	14:35	Discuss hiking skills (pace, foot placing, energy conservation) wilderness manners, the impact of hiking and the need for personal hygiene. Make a personal and patrol kit list for hiking/camping for 3 days and show how to pack this.	P4;H2. P3b;A13;H1.	Pen & paper	Buffalo Liger
14:35	00:15	14:50	Know how to use ground to air codes, smoke signals and the use of a signal mirror.	A6ab;F8e;B3ei;Si6.	Code Sheets	Crow / First Class
14:50	00:15	15:05	List usual safety rules for shooting. Name parts and explain them. Demonstrate the care and cleaning. Discuss the regulations for firearms. Discuss the responsibility of owning, safety and care. Explain how guns are related to conservation.	Mm2. Mm3. Mm4. Mm5.	Gov. Regulations	Gull
15:05	01:00	16:05	Knotting relay - 7 basic knots & simple whipping. Tie the following knots: bowline; sheet bend; round turn and two half hitches; figure-of-eight knot; fishermans knot; timber hitch; bowline-on- a-bight; manharness hitch; rolling hitch; running bowline; taut-line hitch; marlinspike hitch. Tie knots in fishing line: blood knot; fishermans surgeon knot.	P7. Pi2 Pi3	Knotting ropes Fishing Line	Owl A-D A-D
Section for a reward - Drive to campsite.						
16:05	02:00	18:05	Scouts receive codes and hike to remote sites. (easy)		Codes	Crow
18:05	02:10	20:15	Set-up camp and supper.	FC3;FC7.		Pl's
20:15	01:30	21:45	Signalling instructions.	A6ab;F8e;B3ei.	Morse sheets Signal lights, batteries	Gull / First Class A-D
21:45	00:30	22:15	Scouts - Bed. Scouters - Coffee and daily briefing.			Crow



Date: 16/06/2010

Survival Bash

Wednesday

Start	Duration	End	Activity	Test Passed	Equipment	Responsibility
06:00	00:15	06:15	Rise and shine.			Pl's
06:15	00:45	07:00	Return to main camp.			Pl's
07:00	00:30	07:30	Breakfast and tidy up. (make a fire in the open and cook on it)	FC3;FC7.		Pl's
07:30	00:15	07:45	Opening parade.		District flag, rope.	Crow
07:45	00:30	08:15	Observe nature & make a record of what you see and why the behaviour of the animals was so. Report actual instance of pollution.	P14a,b;A9. W4.	Binoculars, books	Owl
07:45	01:00	08:45	Set nature trails - in pairs 4 separate trails - at least 20 signs.			A-D (Junco)
08:15	00:30	08:45	Pathfinder verbal report. Adventurer written report and act as second in charge.	P15/A14;H6.		Buffalo Liger
08:45	00:15	09:00	Know the threats of alien vegetation and identify them.	C5.		Owl
09:00	00:15	09:15	Explain the buddy system and what to do in of an accident and the causes of hypothermia, hyperthermia and dehydration.	P11;A7a-d;H3.		Gull
09:15	01:45	11:00	15min walk and answer questions on what you have seen. Shadow someone for 3km and report on their actions.	V2. V5.		Buffalo A-D
11:00	01:00	12:00	Explain what food is available in the wild country. Collect three different types of food and discuss the dangers. Construct 3 different snares and importance of destroying them.	F8a;B3bi. B3bii. B3biii.	Wire, gut	Liger / First Class
12:00	00:30	12:30	Wash in dam / Swim. (Girls) Explain the signs and symptoms of - shock, sprains, choking, fainting, epilepsy and how to treat them.	A8.		A-D Gull
12:30	00:30	13:00	Explain the signs and symptoms of - shock, sprains, choking, fainting, epilepsy and how to treat them. Wash in dam / Swim. (Boys)	A8.		Gull A-D
13:00	00:15	13:15	Understand the function of the COH in your troop.	A18.		Crow, A-D
13:15	01:00	14:15	Follow a nature trail of at least 20 signs. (set 4 different trails) Whip 3 ropes: a) west country whipping; b) sailmakers whipping; c) simple whipping.	P13. P1.	Trail signs notes Old manila rope & whipping string	Junco, A-D A-D (Owl)
14:15	00:15	14:30	Hazards - snake bites, animals e.g.. Baboon, rhino, leopard.	F9;S7;B3eii,iii.		Gull / First Class
13:45	00:15	14:00	Construct a morse buzzer.	Si2.		A-D (Buffalo)
14:30	01:30	16:00	Know the dangers of soil erosion and how to repair them. Carryout erosion maintenance.	C4;C7d.		Crow, A-D
16:00	02:00	18:00	Scouts receive codes and hike to remote sites. (Ok)		Codes	Crow
16:00	00:15	16:15	Explain the aim, and place of the campfire. Discuss the principles involved in planning a formal campfire.	CL1,2.		Buffalo
16:15	00:15	16:30	Discuss personal hygiene under varying conditions in camp.	CO2.		Junco
16:30	00:15	16:45	Demonstrate the correct methods of: a) food b) equipment c) gas d) garbage disposal e) rope f) axes.	CO3.		
16:45	00:45	17:30	joins of pork, lamb or beef. Discuss the nutritive value and storage of:	Co2,7,8.		
Section for a reward - Food.						
18:00	02:00	20:00	Set-up camp and supper.	FC3;FC7;Co4,6,9.		Pl's
20:00	01:30	21:30	Signalling instructions.	A6ab;F8e;B3ei.	Morse sheets Signal lights, batteries	Gull / First Class
21:30	00:30	22:00	Scouts - Bed. Scouters - Coffee and daily briefing			Crow
22:00	00:30	22:30	Mix the dough and bake a loaf of bread in a camp oven.	Co5.		A-D (Junco)
22:30	01:00	23:30	Send & receive a message in morse: on a buzzer & a lamp.	Si4.		A-D (Buffalo)



Date: 17/06/2010

Survival Bash

Thursday

Start	Duration	End	Activity	Test Passed	Equipment	Responsibility
06:00	00:15	06:15	Rise and shine.			Pl's
06:00	01:30	07:30	Mix the dough and bake a loaf of bread in a camp oven.	Co5.		A-D (Junco)
06:15	00:45	07:00	Return to main camp.			Pl's
07:00	00:30	07:30	Breakfast and tidy up. (make a fire in the open and cook on it)	FC3;FC7.		Pl's
07:30	00:15	07:45	Opening parade.		District flag, rope.	Crow
07:45	00:30	08:15	Observe nature & make a record of what you see and why the behaviour of the animals was so. Make a water scope. Examine the insects, plants in the water.	P14a,b;A9. W1. W2.	Binoculars, books	Owl
07:45	00:45	08:30	Get equipment ready for the bases.			A-D (Gull)
08:15	00:15	08:30	Understand access nature areas, permits, consent forms.	H4.	Sample copies	Buffalo
08:30	00:30	09:00	Use bearings to find a feature on a map and ground. Use back bearings to find your position on the ground.	M4a,b.	Compasses, Maps	Liger
09:00	00:30	09:30	Explain what a GPS is & the difference between Single and Differential (DGPS) processing. What do you understand is Real-Time processing? Explain what is meant by a Waypoint. Show knowledge of the setup procedure for a GPS. Explain what Attributes are.	NA3. NA4. NA5. NA6. NA9.		Gull + A-D
09:30	01:00	10:30	Explain the terrain, speed of hiking and good camp sites on a 25km hike route on a map.	A1;M6.	Printed maps	Buffalo+ A-D
09:30	00:45	10:15	Set up bases.			A-D (Crow)
10:30	02:00	12:30	Activity bases: Paintball, Pioneering, Shooting, Orienteering, Cooking.			Buffalo,Owl,Gull, Liger,Junco
12:30	00:30	13:00	Explain different types of maps and there uses, scales and symbols. Understand contours and there implication to distance. Wash in dam / Swim. (Boys)	M5a-f;AN2.	1:50 000 maps	Liger A-D
13:00	00:30	13:30	Wash in dam / Swim. (Girls) Explain different types of maps and there uses, scales and symbols. Understand contours and there implication to distance.	M5a-f;AN2.	1:50 000 maps	A-D Liger
13:30	00:15	13:45	Demonstrate the safety requirements and be able to fix camp lighting and cooking equipment including hiking.	A4;Co3	Gas equipment	Crow + A-D
13:45	00:15	14:00	Identify 6 different clouds formations.	O6.	Books	Junco
13:45	02:45	16:30	Circle test.			A-D (Crow)
14:00	00:30	14:30	Kim's game - 24 out of 30 repeated twice.	P12;O1.	Kim's game kit	Crow
Section for a reward - assistance with codes.						
All kim's games must be done with there own scouters.						
14:30	02:00	16:30	Hearing 8 out of 10. Smell 8 out of 10. Touch 12 out of 15. 3km day hike without a compass or using roads. Lay an orienteering hike for younger scouts- (non backwoods).	O2. O3. O4. B3di. E1.M4c.	Kim's game kit Kim's game kit Kim's game kit	Gull All other staff Buffalo Owl/Explorer scouts
16:30	02:00	18:30	Scouts receive codes and hike to remote sites. (Difficult)		Codes	Crow
16:30	01:00	17:30	b) Replace a guyline. c) Re-waterproof a tent.	CQ6.		Buffalo
17:30	00:30	18:00	Do the following splices: a) back b) eye d) docker's c) short.	P15.		Owl
18:00	00:30	18:30	a) deadman anchorage; b) 3-2-1 halfdast; c) log and picket.	P17.		
18:30	02:00	20:30	Set-up camp and supper.	FC3;FC7;Co4,6,9.		Pl's
20:30	01:30	22:00	Signalling instructions.	A6ab;F8e;B3ei.	Morse sheets Signal lights	Gull / First Class
22:00	00:30	22:30	Scouts - Bed. Scouters - Coffee and daily briefing			Crow
22:30	01:00	23:30	Send & receive a message in morse: on a buzzer & a lamp.	Si4.		A-D (Buffalo)



Date: 18/06/2010

Survival Bash

Friday

Start	Duration	End	Activity	Test Passed	Equipment	Responsibility
06:00	00:15	06:15	Rise and shine.			Pl's
06:00	01:30	07:30	Send a message of 150 letters.	S3.		A-D (Buffalo)
			Improvise at least two methods of sending a message.	S5.		
06:15	00:45	07:00	Return to main camp.			Pl's
07:00	00:30	07:30	Breakfast and tidy up. (make a fire in the open and cook on it)	FC3;FC7.		Pl's
07:30	00:15	07:45	Opening parade - Don't forget to dig the hole.		District flag, rope.	Crow
07:45	00:45	08:30	Describe different shelters for areas & build a shelters for you and another scout to sleep in.	P3a;F8b,c;S2;B3a.		Owl / First class
07:45	00:45	08:30	Dig hole			A-D (Junco)
08:30	01:00	09:30	Make a strip map 1:2000 of one km of road.	Ma5.		Liger
09:30	00:15	09:45	Demonstrate your knowledge of contours, draw a rough profile between two points.(For Juniors) after join PL & APL	Ma3.		Buffalo
09:45	02:00	11:45	Plane table 40 000 sq m with four legs, on 25 sightings, the scale of the map must be 1:500. (For Seniors)	Ma4.		Gull + A-D
11:45	00:30	12:15	Wash in dam / swim. (Girls)			A-D
			Lunch.			Pl's
10:30	01:00	11:30	Finish hole - backwoodsman scouts find sticks.			A-D (Junco)
12:15	00:30	12:45	Lunch.			Pl's
			Wash in dam / swim. (Boys)			A-D
12:45	00:30	13:15	Kill chickens.	B3biv.	Panga, string	Crow
			Produce two targets - International Air Rifle 80 points.	Mm1.	School Targets, Pellets	Gull
13:15	01:30	14:45	Clean chickens.	B3biv.		Liger
			Collect fire wood.			Buffalo, A-D
14:45	03:00	17:45	Cook chickens without using any utensils.	B3biv.		Crow
			Wounds, bleeding and CPR plus scene reporting.	P9;P10a-d.	F. aid kits	Owl
			Types of fires and how different wood burns.	FC1;FC2.	Wood (bring with)	Junco
13:30	02:00	15:30	Make the ranges for the activities bases.			A-D (Crow)
17:45	00:30	18:15	Supper.		Co4,6,9.	Pl's
18:15	00:30	18:45	Clean up after supper.			Crow
18:45	01:00	19:45	Night activity - first aid incident.	E7.		Gull / Explorer + A-D
19:45	02:00	21:45	2km night hike without a compass or on roads.	B3dii.		Buffalo
21:45	00:30	22:15	Scouts - Bed.			
			Scouters - Coffee and daily briefing.			Crow

*** Note: If you are responsible for an activity that is to be run by seniors e.g. First Class, Explorer or Springbok scouts make sure that the planning has been done well in advance.**



Date: 19/06/2010

Survival Bash

Saturday

Start	Duration	End	Activity	Test Passed	Equipment	Responsibility
06:00	00:30	06:30	Rise and shine.			Pl's
05:30	01:30	07:00	Send a message of 150 letters.	S3.		A-D (Buffalo)
			Improvise at least two methods of sending a message.	S5.		
06:30	00:30	07:00	Visit a water hole and make a list of spoor and what is happening.	A12b-d.	Binoculars, books	Owl
07:00	00:15	07:15	Opening parade.		District flag, rope.	Crow
07:15	00:45	08:00	Breakfast and tidy up.			Junco
07:15	00:15	07:30	Get scouts across the river			Gull
07:30	03:30	11:00	Trip to Itala Nature Reserve.			Crow
			Identify 10 different birds / animals.	O8.		
11:00	00:45	11:45	Get scouts across the river			Gull
11:45	00:30	12:15	One day menu and food list, setting tables, safety.	FC4;FC5a-c.	Pen & paper	Buffalo
12:15	00:30	12:45	Wash in dam / swim. (Boys)			A-D
			Lunch.			Pl's
12:45	00:30	13:15	Lunch.			Pl's
			Wash in dam / swim. (Girls)			A-D
13:15	00:30	13:45	Human foot prints and how they change when running.	O5.		Liger
13:15	02:00	15:15	Collect Wood for camp fire and braai.			A-D (Gull)
13:45	01:30	15:15	Sand stories.	A10c;F7b;V6.	Brooms	Junco / First Class
15:15	01:00	16:15	Day stalking wide game crossing at least 1km.	A10a,b;F1;V3.		Buffalo / First Class
16:15	00:15	16:30	Build campfire.			Owl
16:30	02:00	18:30	Cook a balanced supper without using any utensils also make a damper.	P5;A11;S4;FC6.	Tin foil	Crow
			Make and demonstrate a hay box and conservation stove.	E3.		Liger / Explorer
18:30	00:45	19:15	Campfire.	P18;A15;F15;E11. CL3,8.	Song books	Buffalo / Explorer
19:15	02:00	21:15	Night stalking.	F7a;V4.		Gull / First Class
21:15	00:30	21:45	Scouts - Bed.			
			Scouters - Coffee and daily briefing			Crow

*** Note: If you are responsible for an activity that is to be run by seniors e.g. First Class, Explorer or Springbok scouts make sure that the planning has been done well in advance.**



Date: 20/06/2010

Survival Bash

Sunday

Start	Duration	End	Activity	Test Passed	Equipment	Responsibility
06:00	00:30	06:30	Rise and Shine.			Pl's
06:30	00:45	07:15	Breakfast and tidy up.			Junco
07:15	00:15	07:30	Opening parade		District flag, rope.	Crow
07:30	01:30	09:00	Pack trailers.			Gull, Crow
09:00	00:15	09:15	Scouts own.	F11;T7.	Song books	Liger / First Class / Top Award
09:15	00:15	09:30	Leave for Boksburg.	P2;E8;T5a-f; B2 CQ5; Co10.		Crow / Explorer / Top Award
09:30	07:00	16:30	Arrive in Boksburg			Crow
16:30	01:00	17:30	Unpack and clean trailers			Crow
17:30	00:15	17:45	Closing parade			Crow
17:45			Go home			Parents

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P Pathfinder
A Adventurer
F First Class
E Explorer
T Springbok

C Conservation (scoutcraft)
FC Fires and Cooking (scoutcraft)
H Hiking (scoutcraft)
M Map Reading (scoutcraft)
O Observation (scoutcraft)
Pi Pioneering (scoutcraft)
S Survival (scoutcraft)

AN Advanced Navigation (interest)
B Backwoodsman (interest)
CL Campfire Leader (interest)
CQ Camp Quartermaster (interest)
Co Cook (interest)
Ma Mapping (interest)
Mm Marksman (interest)
Si Signaller (interest)
V Veldcraft (interest)
W Water Biologist (interest)



GAUTENG

Member of the World Organisation of the Scout Movement

Date: **Survival Bash**

Start	Duration	End	Activity	Test Passed	Equipment	Responsibility
			Pioneering (scoutcraft)			
			4. Make the following lashings with a high degree of efficiency, and know the uses of each: square lashing; diagonal lashing; figure-of-eight lashing; round lashing; sheer lashing.			
			Advanced Navigation (interest)			
08:15	00:15	08:30	2. Explain to the satisfaction of the examiner how the SA coordinate system works and demonstrate using a 1:50 000 Topographical map, how to plot and read Geographical and Projected coordinates.			
			Campfire Leader (interest)			
			3. Assist with the programmes of 2 formal campfires by leading songs, yells, rounds, dances or games.			
			6. Produce your own campfire blanket designed and decorated by yourself.			
			7. Produce your own campfire notebook with the following items: a) Openings b) Closings c) Applause d) Songs (folk, action, rounds, spiritual etc) e) Skits (stunts and sketches) f) Yells g) Yarns h) Dances and games.			
			8. Plan, lead and run a formal campfire, devising a novel opening ceremony. The examiner is to be present.			
			Camp Quartermaster (interest)			
			1. Have passed the Camping Scoutcraft Badge or complete all the requirements for it.			
			4. Have acted as assistant Quartermaster at two Troop camps, being responsible for the issuing of rations and the issuing and return of equipment.			
			Cook (interest)			
			Signaller (interest)			