

Venturer Award



INITIATIVE

= overnight course

+

FIRST AID

= recognised First Aid course

+

UNIT MANAGEMENT

= one day course + written report

+

IDEALS

= min 10 hours completing three of the available tasks

+

ENVIRONMENT

= min of 10 hours on an environment project
+ a 300 word report

+ any 2 of the following

OUTDOOR

= min 10 hours learning a physical activity (e.g. canoe course)

min 10 hours improvement or appreciation of the arts =

EXPRESSION

LIFESTYLE

= min 10 hours in sport or fitness program over at least 2 months
+ host a discussion with your unit on good health

min 10 hours completing four of the available tasks =

CITIZENSHIP

SERVICE

= min 10 hours service to another Scout section or another community organisation

min 10 hours developing skills over at least 2 months =

PURSUITS

VOCATIONS

= min 25 hours preparing a resume, sitting interviews
+ report on one of the suggested topics

two day expedition (min 12 hours) =

EXPEDITION

NB. Completion of the Venturer Award (including the Expedition badge) will also qualify for the issue of the Certificate II in Leadership Support/Business.

Queen's Scout Award



LEADERSHIP

= two day course and 6 months post course experience

+

EXPEDITION

= four day expedition (min 30 hours)

OR

OUTDOOR

= min 30 hours learning a physical activity

+

IDEALS

= min 30 hours completing four of the available tasks

OR

EXPRESSION

= min 30 over approx 6 months and perform/display in public

OR

LIFESTYLE

= min 30 hours in sport or fitness program over approx 6 mths

OR

PURSUIITS

= min 30 hours developing skills over approx 6 months

+

ENVIRONMENT

= min 30 hours completing five activities

OR

SERVICE

= min 30 hours of practical service and relevant training

+ 6 remaining VA badges