

VENTURERS AWARD SCHEME

A Handbook for Venturers and Leaders



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MODULES – refer to VENTURERS AWARD SCHEME Modules book

Revisions:

May 2011 Minor updates & modules moved to separate document
 March 2018 Footer phone & email updates(2015) noted in revisions

Acknowledgements

SCOUTS New Zealand acknowledges the work of the Award Scheme Task Force and thanks them and all the leaders who contributed ideas and provided feedback during the development of this Award Scheme.

VENTURERS

INFORMATION:

AIM OF AWARD SCHEME:

To provide an Award Scheme that meets the following needs:

- Is easily understood by the youth members.
- Is easily administered by the Adult Leaders.
- Provides progressive learning.
- Provides challenge at all levels.

Provides leadership opportunities both inside or outside Scouting.

- Is part of an integrated scheme across the four training sections in Scouting?
- Allows for cross crediting of prior learning from Scouts to Venturers.
- Encourages focus on the outdoors and is FUN.

The Award Scheme is based around the four cornerstones of Scouting:

- Outdoors
- Community
- Personal Development
- New Experiences

CONCEPT OF AWARD SCHEME:

The Venturer Award is in 5 parts

- The Venturer Badge.
- Bronze Venturer Award.
- Silver Venturer Award.
- Gold Venturer Award.
- Queen Scout Award.

There are also a wide range of Personal Challenge modules, some of which must be completed for the main award.

It is difficult to prescribe how long each section of the Award should take a Venturer as they will generally be working on at least 2 levels (e.g. Bronze and Silver) of the Award concurrently. This ensures that all activities and modules can be counted towards the Award and the Unit programmes can be supporting Venturers who are concentrating on different levels of the scheme.

Many of the requirements are in modular format with the requirements outlined in this handbook. These have been designed to help Venturers and their Leaders plan their weekly and activity programmes.

Modules can be completed in many different ways and the Unit Executive and individual Venturers should take this as a challenge when planning their programmes and Award Scheme choices.

QUEEN'S SCOUT AWARD:

The Queen's Scout Award is the highest in Scouting and may be completed in the following ways.

1. By working with other Venturers to complete the standard set of Queen's Scout requirements.
2. A Venturer who does not have access to a Venturer Unit may complete the standard set of requirements assisted where necessary by friends, clubs or other people who may not be Venturers. The Zone team would normally provide support and guidance for these Venturers.
3. A Venturer may choose to work as a Junior Leader in the Kea, Cub or Scout section in which case they can complete the specific 'Venturer Junior Leader' Queen's Scout requirements. The Group Leader and Section Leader would normally provide support for these Venturers.
4. The policy is that a young person concentrates on being a Venturer while completing their Queen Scout award and is not distracted by being warranted as an adult.

The Zone Venturer Leader recommends the Award after a Queen's Scout Panel interview.

The award must be completed by 18.5 years of age or by year 13 at college, whichever comes later. This means that a Venturer must start the Award prior to their seventeenth birthday or soon after the start of year 12 at school to be able to complete the service, physical and discovery requirements.

DUKE OF EDINBURGH'S HILLARY AWARD:

Venturers who complete the Queen's Scout Award may in the process have completed many of the requirements of the Duke of Edinburgh's Hillary Gold Award. As a result they may choose to also gain the Duke of Edinburgh's Hillary Gold Award through cross crediting provided they register with Duke of Edinburgh's Hillary Award office prior to starting the award.

Venturers who elect to work on the Duke of Edinburgh's Hillary Gold Award will need to wait until their sixteenth birthday to register with Duke of Edinburgh's Hillary Award office. Activities completed prior to their sixteenth birthday cannot be used for the Duke of Edinburgh's Hillary Gold Award. The Gold level award can be completed anytime before a young person turns 25 years so it could be completed in Rovers.

LEAVING AND REJOINING:

It is expected that a young person joining the movement would begin on an award relevant to their school year with the understanding that some parts of previous levels may need to be learned to gain competency at the level they enter on. These requirements are outlined on page 22 of this handbook.

All Venturers regardless of when they join must complete the Venturer Badge and the Gold Venturer Award must be completed as part of the Queen's Scout Award.

Young people may join, leave and rejoin Scouts at any time. A typical example of this would be a Scout who leaves to play sport in winter and rejoins the troop at the end of the winter sports season.

OUTSIDE LEARNING:

Skills and knowledge earned in other organisation such as schools, GirlGuiding NZ, Mountain Safety, Coast Guard and Sports Clubs may be used to credit parts of Venturer Bronze, Silver and Gold Award.

The Unit Executive in conjunction with the Venturer Leader decides what may be credited. Proof of competency such as producing a certificate or demonstration of the skill or knowledge is required.

Scouts joining the Venturer Section will find they can receive credits for parts of the Outdoors Modules they have completed in the Scout Section.

VARIATIONS:

Whilst the award is essentially prescriptive, it is acknowledged that some flexibility is required to cater for different geographic locations, section size, adult availability and Venturers with disabilities and special needs. This flexibility should be exercised by the section leaders in consultation with the Zone Venturer Leader.

Any modification to the Queen's Scout Award requires the approval of the Zone Venturer Leader.

This flexibility should not be used to avoid parts of the scheme – it has been carefully designed to cover the objectives and requirements of the Venturer Section.

PASSING OFF REQUIREMENTS:

In the Venturer Section, Award scheme requirements may be passed off by the Venturer Leaders (or other appropriate adults), working in conjunction with the Unit Executive.

JUNIOR LEADER OPTION:

INTRODUCTION:

The Venturer Award Scheme has a parallel set of requirements for Venturers, who by choice or circumstance undertake their Scouting as a Junior Leader within a Scout Group, rather than as a member of a Venturer Unit.

- Junior Leaders can achieve all the Venturer Awards, including Queen's Scout, by completing the alternative requirements outlined at the end of this book.
- Reference should be made back to the standard Venturer Award Scheme, as the intention is to create a parallel, equally challenging alternative. Details of the Venturer Personal Challenge Modules are found in the main award scheme.

WHAT ARE JUNIOR LEADERS:

Junior Leaders are Venturers. They do not hold a leader warrant and should not be confused with Young Leaders. Young Leaders are warranted and between the ages of 18 and 26 years.

- Venturers who are Junior Leaders are expected to make and fulfil a regular weekly commitment to the Kea, Cub or Scout Section in their Group.
- The Group Leader is responsible for providing guidance and support for Venturers who are Junior Leaders. Often this support role will be shared with the section leader.
- The Group Leader needs to advise the Zone Venturer Leader of Venturers who are the Junior Leaders within the Group. Zones will maintain a register of these Venturers and ensure they are invited to Venturer training courses and activities. The Zone will provide support for these Venturers – including helping them attend adult leader training courses where appropriate.
- The Junior Leader option is ideal for rural communities where there is little prospect of forming a Venturer Unit. However, there will be circumstances where other Venturers simply choose this option and their choice should be respected.
- That said, it is clearly preferred that Venturers have every opportunity to join a Venturer Unit, participate and complete the standard award options that rely on working with young people of their own age.

AGE RANGE:

- Venturers who are Junior Leaders must complete their Queen's Scout Award by 18.5 years of age or by the end of year 13 at school, whichever comes last.

JUNIOR LEADER AWARD SCHEME REQUIREMENTS:

- See the pages at the end of this booklet for specific requirements that apply to the Bronze, Silver and Gold Awards.

VENTURERS

VENTURER BADGE:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/DATE
OUTDOORS		Date:
<ul style="list-style-type: none"> Join with your local Unit (or team of friends if no Unit exists) for a day outdoor activity or night away. 	To help build a relationship and to foster a team approach to activities.	
COMMUNITY		
<ul style="list-style-type: none"> Complete a Venturing Explained with your local Unit or leader. And Discuss with those on your Venturing Explained how the Scout Law & Promise affects you everyday and in Venturers. 	Learn about Scouting and Venturing in particular. REFERENCE: Zone Venturer Leader.	
PERSONAL DEVELOPMENT		
<ul style="list-style-type: none"> With the help of the Unit Executive or Venturer Leader complete a Personal Commitment Statement. Understand the importance of DADS rules and how to follow them. 	The Personal Commitment Statement should be revised or renewed each year. REFERENCE: Zone Venturer Leader.	
NEW EXPERIENCES		
<ul style="list-style-type: none"> Attend and take part in any one Venturer Award Scheme module of your choice. 	This module may be credited toward the modules required for Bronze Venturer Award. REFERENCE: <ul style="list-style-type: none"> See your Venturer Leader for a list of the Venturer Personal Challenge Modules. Look in the Venturer Award Scheme book. Look at the Scouts NZ website (Venturer Section). 	

NOTES:

1. The Venturer Badge may be completed while the member was in the Scout Section.
2. For direct entries into the Venturer section The Venturer Badge may be completed at the same time as the Venturer Bronze Award.
3. Skills previously learnt and demonstrated as such should be recognised as prior learning for the requirements of this section.
4. The Venturer may be invested upon completion of the Venturer Badge.
5. A Venturer Badge certificate is presented at the investiture ceremony.

CREDITS TOWARDS BRONZE AWARD:

The NZ Scout Award Scheme is progressive. This means that Scouts who have completed their Gold Scout Award and/or Chief Scout Award will get activities credited towards their Bronze Venturer Award.

The Venturer Leader, in consultation with the new Venturer will determine which activities and modules are appropriate. Some modules, especially those concerned with outdoor safety, should often be repeated (and therefore not cross credited) in Venturers because of their fundamental importance.

The cross crediting opportunities should be discussed with the Scout 6-12 months before they are due to move to Venturers. In many cases it may be more practical for Senior Scouts to cover some of their Chief Scout requirements by attending Venturer meetings and activities. This should be strongly encouraged.

The chart below outlines some suggestions on activities that it may be appropriate to cross credit.

Cornerstone	If the Scout has completed the following for the Gold Scout Award.	Then consider crediting with the following sections of the Bronze Venturer Award.
Outdoors	Camp craft	Camp craft Modules <ul style="list-style-type: none"> Campsites Menu and Food Sick Food/Sick Water
	Outdoor Skills	Outdoor Skills Modules <ul style="list-style-type: none"> Trip Planning Clothing and Packing To Camp or Not Camp
	Environment	Environment Modules <ul style="list-style-type: none"> Reading the weather
Community	Our World	Our World Modules <ul style="list-style-type: none"> International Awareness
Personal Development	Social and Life Skills	Social and Life Skills Modules <ul style="list-style-type: none"> Absolutely positively feeling good
New Experiences	Group/Zone/Regional Event	Special Event <ul style="list-style-type: none"> Attend a Zone, Regional or National event

Cornerstone	If the Scout has completed the following for the Chief Scout Award....	...Then consider crediting with the following sections of the Bronze Venturer Award.
Personal Development /Community	Community <ul style="list-style-type: none"> Gain a recognised First Aid Certificate 	Emergency Preparedness <ul style="list-style-type: none"> Complete a basic First Aid Course
	Outdoor Sport or Activity	Physical <ul style="list-style-type: none"> Undertake at least 10 hours <i>May get full or partial credit</i>
	Hobby, topic, leisure pursuit	Discovery <ul style="list-style-type: none"> Learn a new Skill for at least 10 hours <i>May get full or partial credit</i>

BRONZE VENTURER AWARD:

OUTDOORS CORNERSTONE – BRONZE:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE / DATE
Camp craft <ul style="list-style-type: none"> Complete one Camp craft module of your choice. <p>Note: some of these modules may have been completed in the Scout Section and if so can be credited.</p>	<p>Camp craft modules are designed to teach essential camping skills.</p> <p>Can be completed either on your own, with your unit, or a team of friends.</p>	
Expeditions <ul style="list-style-type: none"> Undertake and complete an adventurous journey that is least two days and one night in length. Your party must be at least four people, including at least one Leader or approved adult experienced in the type of journey. The Outdoor Skills certificate must be completed before undertaking the adventurous journey. This can be a two-day course or completed over six nights. Water based skills must be completed for water based journeys e.g. kayak or rowing training etc run by a competent instructor. Present a report to your Venturer Leader and Unit Executive at the completion of your expedition. 	<p>Adventurous journeys should be over terrain that you haven't been to before or places new to you. These can include tramps, kayak trips, sailing or bike rides - but they must be completed under your own steam. (No motorised transport).</p> <p>Approximately one third of the total journey time should be spent in "travel" under your own steam. e.g. for a two day and one night tramp (8am to 5pm the next day - approximately 33 hours total time) approximately 11 hours should be spent actually tramping.</p> <p><i>The approved adult is to complete a Scout Letter of Appointment form. The Venturer Leader should discuss the contents of the form with the adult and both sign the form.</i></p> <p>REFERENCES: Department of Conservation. Coastguard. DOE/Hillary Award. www.challengenz.org.nz</p>	
Environment <ul style="list-style-type: none"> Complete one "Environment" module of your choice. Can be completed either on your own, with your unit, or a team of friends. 	<p>Environment modules are designed so you can learn about the world around you and how to be a 'tidy kiwi'. These modules raise some very important ideas about the future of our world.</p>	
Outdoor Skills <ul style="list-style-type: none"> Complete all the basic concept and practical modules of the Outdoors Skills Certificate. <p>Must be completed before undertaking an adventurous journey at any level.</p> <p>Note: some of these modules may have been completed in the Scout Section and if so can be credited.</p>	<p>The Outdoor Skills Certificate provides you with the basic skills needed to be safe in the bush or on the water.</p> <p>The concept modules test knowledge, whereas the practical modules test knowledge and skills.</p> <p>The Outdoor Skills are listed under the "Venturer Award Scheme Skills Modules" section at the end of this book and is usually run as a two-day course or over six nights organised by the Zone.</p> <p>REFERENCES: The Outdoors Skills Certificate modules are listed at the back of this book. Mountain Safety Council. Bushcraft manual. Coastguard. www.challengenz.org.nz</p>	

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COMMUNITY CORNERSTONE – BRONZE:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Emergency Preparedness <ul style="list-style-type: none"> Complete a basic first aid course led by a trained first aider. <p>Note: May be credited if completed in the Scout Section.</p>	<p>Learn basic outdoor first aid so that if something does happen in the bush you know how to handle it. Contents include:</p> <ul style="list-style-type: none"> Cleaning and treating cuts, scratches, and burns. Dealing with sprains and strains. Bandaging and protecting minor wounds. Treating blisters and bruises. Making up a personal and basic first aid kit. <p>REFERENCES: Any trained first aider skilled in teaching others.</p>	
Helping Others <ul style="list-style-type: none"> Undertake and complete at least 10 hours of service spread over at least 10 weeks. 	<p>You should be taking an active role with this service and making a regular commitment. Service can include things like helping out at a Scout Group through to helping out at an animal shelter or similar.</p> <p>Your idea for service must be pre-approved by your Unit Executive and Venturer Leader.</p> <p>You can carry on doing this for the Silver and Gold Award requirements.</p>	
My Community <ul style="list-style-type: none"> Complete one My Community module of your choice. 	<p>'My Community' modules are designed to help you learn about your local community and some of the key people in it. You can complete this either on your own, or with your Unit.</p>	
Our World / Our Country <ul style="list-style-type: none"> Complete one Our World / Our Country module of your choice. 	<p>Our World/Our Country expands on ideas learnt in my community and focuses instead on the global community.</p> <p>Can be completed either on your own, with your unit, or a team of friends.</p>	

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PERSONAL DEVELOPMENT CORNERSTONE - BRONZE:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Physical <ul style="list-style-type: none"> Undertake and complete at least 10 hours of physical recreation spread over at least 10 weeks. 	<p>This physical recreation and exercise should be regular.</p> <p>Ideas include soccer, hockey, water polo, orienteering, rowing, swimming, horse riding, sailing etc., and may include participation in a school team.</p> <p>Your idea for physical recreation must be pre-approved by your Unit Executive and Venturer Leader.</p> <p>REFERENCE: DOE/Hillary Award. www.challengenz.org.nz</p>	
Social and Life Skills <ul style="list-style-type: none"> Complete one "Social and Life Skills" module of your choice. 	<p>Social and Life Skills are important modules in the Venturer Award. They teach things ranging from sexual safety through to proper dining etiquette. These may be completed either on your own, with your unit, or a team of friends.</p> <p>External providers may provide a means for an open discussion on topics that unit members may be reluctant to raise.</p> <p>REFERENCES: Police. Youth Helpline. Community health nurse.</p>	
Personal Safety <ul style="list-style-type: none"> Complete one Personal Safety Module. <ul style="list-style-type: none"> Road Safety Awareness, Chemical safety, or Sexual Safety 	<p>Become aware of the driving rules and their importance to society particularly in respect of the safety of yourself, your friends and the public.</p> <p>External providers may provide a means for an open discussion on topics that unit members may be reluctant to raise.</p> <p>REFERENCES: Driving Schools. Police Traffic Safety. Police. Youth Helpline. Community health nurse.</p>	
Expression <ul style="list-style-type: none"> Take a part in the planning of the next terms programme for the Unit. 		
Discovery <ul style="list-style-type: none"> Learn a new skill for at least 10 hours spread over at least 10 weeks. 	<p>Learn a new skill that interests and excites you.</p> <p>Ideas for a skill can include learning to play an instrument, public speaking, Mountain Safety Course, Abseiling, Rock Climbing, Civil Defence, Boatmaster or anything else that is pre-approved by your Unit Executive and Venturer Leader.</p> <p>Where possible you should aim to achieve a certified level of skill and have the certificate presented. You may continue learning this skill for the Silver Venturer Award.</p> <p>REFERENCES: External providers. Unit standards. DOE/Hillary Award. www.challengenz.org.nz.</p>	

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NEW EXPERIENCES CORNERSTONE - BRONZE:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Special Activity <ul style="list-style-type: none"> Complete a Venturer Velocity course. 	<p>Velocity courses are designed to teach you the basics of Venturing. Learn the ins and outs of Venturing and how to make the most out of your time in the Venturer Unit.</p> <p>REFERENCES: Zone Venturer Leaders can provide course dates and times.</p>	
Special Event <p>Attend a National, Regional or Zone event.</p>	<p>Participate in an event and take the opportunity to meet others and to make new friends.</p> <p>REFERENCES: Advertised in the National News, Regional News, and Zone News published via email and hard copy at regular intervals.</p>	

NOTES:

1. The Bronze Venturer Award may be started at the discretion of the Venturer Leader or Unit Executive prior to completion of the Venturer Award.
2. To be awarded the Bronze Venturer Award the Venturer must have completed the Venturer Award.
3. Refer to the DOE/Hillary Award (DOE/HILLARY) coordinator for cross crediting requirements prior to starting the service, physical and skill projects.
4. Skills learnt previously and demonstrated correctly should be recognised as prior learning for the requirements of this section.

CERTIFICATE PRESENTATION:

Once the Unit Executive and Venturer Leader have approved and signed off all the requirements the Bronze Venturer Award may be presented.

SILVER VENTURER AWARD:

OUTDOORS CORNERSTONE – SILVER:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Camp craft: <ul style="list-style-type: none"> Complete one Camp craft module of your choice that you haven't already done. 	<p>At this level you are expected to show a higher level of learning and understanding than someone at Bronze level.</p> <p>Camp craft modules are designed to teach essential camping skills. These modules also include ways to look after yourself and those around you when in the outdoors.</p> <p>May be completed either on your own, with your Unit, or a team of friends.</p>	
Expeditions <ul style="list-style-type: none"> With a team of at least four others, plan, prepare for and successfully complete an adventurous journey that is at least three days and two nights duration. Your party must be at least four people and may include one Leader or approved adult experienced in the type of journey. The Outdoor Skills certificate must be completed / revised before undertaking the expedition. Water based skills training run by a competent instructor must be completed for water journeys. The Silver level Emergency Preparedness module must be completed before undertaking the expedition. Present a report to your Unit Executive and Leader. 	<p>Adventurous journeys should be over terrain that you haven't been to before or places new to you. These can include tramps, kayak trips or bike rides - but they must be completed under your own steam. (No motorised transport).</p> <p>Approximately one third of the total journey time should be spent in "travel" under your own steam. e.g. for a three day and two night tramp (8am to 5pm the last day - approx 54 hours total time) 18 hours should be spent actually tramping.</p> <p>Safety is important. At the discretion of the Venturer Leader a shadow party of one Leader or approved adult experienced in the type of journey may be required.</p> <p>The approved adult is to complete a Scout Letter of Appointment form. The Leader should discuss the contents of the form with the adult and countersign the form.</p> <p>REFERENCES: Department of Conservation. Coastguard. DOE/Hillary Award. www.challengenz.org.nz</p>	
Environment <ul style="list-style-type: none"> Complete one "Environment" module of your choice that you haven't already done. 	<p>At this level you are expected to show a higher level of learning and understanding than someone at Bronze level.</p> <p>These modules raise some very important ideas about the future of our world. They can be completed either on your own, or with your unit members.</p>	
Outdoor Skills <ul style="list-style-type: none"> Revise the practical modules of the Outdoor Skills Certificate and demonstrate to your Venturer Leader and Unit Executive you are still competent with these skills. Complete any new modules relevant to your planned Silver level adventurous journey. Must be completed prior to undertaking the Silver level adventurous journey. 	<p>At this level you are expected to be competent in both concept and practical modules. See the list at the back of the booklet.</p> <p>The Outdoor Skills Certificate provides you with the basic skills needed to be safe in the bush or on the water.</p> <p>The concept modules test knowledge, whereas the practical modules test knowledge and skills.</p> <p>REFERENCES: Outdoors Skills Certificate. Mountain Safety Council. Bushcraft manual. Coastguard. DOE/Hillary Award. www.challengenz.org.nz.</p>	

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COMMUNITY CORNERSTONE – SILVER:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Helping Others <ul style="list-style-type: none"> Undertake and complete at least 15 hours of service spread over at least 15 weeks. 	<p>You should be taking an active role with this service and you should be making a regular commitment. It is recommended that the maximum number of hours logged in any one block of time should not exceed six hours.</p> <p>Service can include things like helping out at a Scout Group through to helping charities and may be a continuation of the service undertaken for the Bronze level.</p> <p>Your idea for service must be pre-approved by your Unit Executive and Venturer Leader.</p>	
My Community <ul style="list-style-type: none"> Complete one "My Community" module of your choice that you haven't already done. 	<p>My Community modules are designed so you can learn about your local community, who famous local people are, meet with them and discuss values and morals and how they help govern society.</p> <p>Can be completed either on your own, with your unit, or a team of friends.</p>	
Emergency Preparedness <ul style="list-style-type: none"> Arrange a speaker on Local Search and Rescue or Coastguard or Civil Defence in your area. <p>Or</p> <ul style="list-style-type: none"> Visit one of the above organisations with your Unit or group of friends. Prepare and document an emergency plan and kit for you and your family for the potential natural disasters in your area. e.g. Flood, bush fire, earthquake, tsunami, pandemic, volcanic eruption, storm. <p>Or</p> <ul style="list-style-type: none"> Complete the My Place module. 	<p>Learn to take responsibility for yourself and others. The Civil Defence goal is to have all families prepared for emergencies.</p> <p>REFERENCES: http://www.getthru.govt.nz http://www.civildefence.govt.nz/memwebsite.nsf</p>	
Our World / Our Country <ul style="list-style-type: none"> Complete one "Our World / Our Country" module of your choice that you haven't already done. 	<p>Can be completed either on your own, with your unit, or a team of friends.</p>	

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PERSONAL DEVELOPMENT CORNERSTONE – SILVER:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Physical <ul style="list-style-type: none"> Undertake and complete at least 15 hours of physical recreation spread over at least 15 weeks. 	<p>Get out there and 'push play'. This physical recreation and exercise should be regular. Ideas can include soccer, hockey, water polo, orienteering, rowing, sailing and any thing else pre-approved by your Venturer Leader and Unit Executive.</p> <p>REFERENCES: DOE/Hillary Award. www.challengenz.org.nz</p>	
Social and Life Skills <ul style="list-style-type: none"> Complete one "Social and Life Skills" module of your choice that you haven't already done. 	<p>Can be completed either on your own, with your unit, or a team of friends.</p> <p>REFERENCES: Police. Youth Helpline. Community health nurse.</p>	
Personal Safety <ul style="list-style-type: none"> Complete one Personal Safety Module not already completed. <ul style="list-style-type: none"> Road Safety Awareness, Chemical safety, or Sexual Safety 	<p>Become aware of the driving rules and their importance to society particularly in respect of the safety of yourself, your friends and the public. External providers may provide a means for an open discussion on topics that unit members may be reluctant to raise.</p> <p>REFERENCES: Driving Schools. Police Traffic Safety. Police. Youth Helpline. Community health nurse.</p>	
Expression <ul style="list-style-type: none"> Complete an "Expression" module of your choice. 	<p>Can be completed either on your own, or with your Unit. Your presentation should be presented to the Unit.</p>	
Discovery <ul style="list-style-type: none"> Learn another new skill that interests you and spend at least 10 hours spread over at least 10 weeks developing it. This skill should be different to that learned at the Bronze level. 	<p>Learn a new skill that interests you. Ideas for a skill can include learning to play an instrument, public speaking, Mountain Safety Course, Abseiling, Rock Climbing, Civil Defence, Boatmaster or anything else that is pre-approved by your Venturer Leader and Unit Executive. Where possible you should aim to achieve a certified level of skill.</p> <p>REFERENCES: External providers. Unit standards. DOE/Hillary Award. www.challengenz.org.nz</p>	

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NEW EXPERIENCES CORNERSTONE – SILVER:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Special Activity <ul style="list-style-type: none"> Complete the Venturer “Cooksey” Leadership course. 	Builds on previously learnt leadership and management skills in preparation for positions of responsibility within and outside the unit. REFERENCES: Zone Venturer Leader for advice on dates.	
Special Event Attend a different National, Regional or Zone event to that used for the Bronze Award. Or: Attend a similar event that could be external to Scouting. e.g. School sports exchange etc. Note: Appropriate training (modules) must be completed before undertaking adventurous activities.	Participate in an event and take the opportunity to meet others and to make new friends. REFERENCES: Advertised in the National News, Regional News, Zone News published via email and hard copy at regular intervals.	

NOTES:

1. May be started, at the discretion of the Unit Executive and Venturer Leader, prior to the completion of the previous level.
2. Refer to Direct Entries page towards the end of this scheme for additional requirements for direct entrants to Silver Venturer Award.
3. Refer to your DOE/HILLARY coordinator for cross crediting requirements prior to starting service, physical and skill projects.

CERTIFICATE PRESENTATION:

Once the Unit Executive and Venturer Leader have approved and signed off all the requirements the Silver Venturer Award certificate may be presented.

GOLD VENTURER AWARD:

OUTDOORS CORNERSTONE - GOLD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Camp craft <ul style="list-style-type: none"> Complete one Camp craft module of your choice that you haven't already done. 	<p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully.</p> <p>You are also expected to help lead the module if appropriate.</p> <p>Can be completed either on your own, with your Unit, or a team of friends.</p>	
Expedition Complete either the Expedition or Exploration requirements (overleaf). <ul style="list-style-type: none"> With a team of at least four, plan and prepare for and successfully complete an adventurous journey that is at least four days and three nights long. Your party must be formed out of at least four people and may include one Leader or approved adult experienced in the type of journey. The Outdoor Skills certificate must be completed / revised before undertaking the expedition. <p>Present a report to your Unit Executive and Venturer Leader at the completion of your expedition.</p>	<p>Adventurous journeys should be over terrain that you haven't been to before or places new to you.</p> <p>These can include tramps, kayak trips or bike rides - but they must be completed under your own steam. (No motorised transport except to and from the point of departure).</p> <p>REFERENCES: Department of Conservation. Coastguard. DOE/Hillary Award. www.challengenz.org.nz</p> <p>Approximately one third of the total journey time should be spent in "travel" under your own steam. e.g. for a four day and three night tramp (8am to 5pm on the last day - approx 81 hours total time) 27 hours should be spent actually tramping.</p> <p>Safety is important. At the discretion of the Venturer Leader a shadow party of one Leader or approved adult experienced in the type of journey may be required.</p> <p>The adult is to complete a Scout Letter of Appointment form. The Leader should discuss the contents of the form with the adult and countersign the form.</p>	
Exploration Option Complete either the Expedition or Exploration requirements. <ul style="list-style-type: none"> With a team of at least four, plan, prepare for and successfully complete an exploration that is at least four days and three nights long. Your exploration must have a clear purpose. Your party must be formed out of at least four people and may include one Leader or approved adult experienced in the area likely to be encountered. The Outdoor Skills certificate must be completed / revised before undertaking the exploration. Water based skills must be completed for water based journeys such as canoeing, rowing or sailing. 	<p>The exploration should be to an area that you haven't been to before or places new to you.</p> <p>In addition to the Outdoors Certificate suitable investigatory preparation is required prior to undertaking the exploration.</p> <p>The exploration must include a minimum time of 10 hours journeying excluding travel time to and from the area.</p> <p>Your exploration idea, duration and preparation must be pre-approved by your Venturer Leader or Unit Executive.</p> <p>Present a report to your Venturer Leader and Unit Executive at the completion of your exploration.</p> <p>The report on your exploration should be available to present to the Queen's Scout Panel if required.</p>	

Continued overleaf

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Environment <ul style="list-style-type: none"> Plan, prepare for and complete another Environment module. 	<p>Environment modules are designed so you can learn about the world around you and how to be a 'tidy kiwi'. These modules raise some very important ideas about the future of our world.</p> <p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully.</p> <p>You are also expected to help lead the module if appropriate.</p> <p>Can be completed either on your own, with your Unit, or a team of friends.</p>	
Outdoor Skills <ul style="list-style-type: none"> Revise the practical modules of the Outdoor Skills Certificate. Complete any new modules relevant to your planned level three adventurous journey. (e.g. Reading High Alpine Weather, snow training etc). Includes water-based skills for water-based journeys. e.g. Charge Certificate. <p>Must be completed prior to undertaking the level three adventurous journey.</p>	<p>At this level you are expected to demonstrate to your Unit Executive and Venturer Leader you still possess the necessary skills to stay alive in the bush by revising at least the practical modules.</p> <p>The Outdoor Skills Certificate overall provides you with all the necessary training to be safe in the bush or on the water.</p> <p>The concept modules test knowledge, whereas the practical modules test skills learnt.</p> <p>REFERENCES:</p> <p>Outdoors Skills Certificate. Mountain Safety Council. Bushcraft manual. Coastguard. DOE/Hillary Award. www.challengenz.org.nz</p>	

COMMUNITY CORNERSTONE - GOLD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Helping Others <ul style="list-style-type: none"> Undertake and complete at least 20 hours of service spread over at least 20 weeks. 	<p>You should be taking an active role with this service and you should be making a regular commitment. It is recommended that the maximum number of hours logged in any one block of time should not exceed six hours.</p> <p>Service can include things like helping out at a Scout Group through to helping at local charitable institutions and may be a continuation of the service undertaken in level two.</p> <p>Your idea for service must be pre-approved by your Unit Executive and Venturer Leader.</p>	
My Community <ul style="list-style-type: none"> Plan, prepare for, and complete one My Community module of your choice that you haven't already done. 	<p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully. You will need to provide them with a lesson plan.</p> <p>You are also expected to help lead the module if appropriate. Can be completed either on your own, or with your Unit.</p>	
Emergency preparedness <ul style="list-style-type: none"> Complete an outdoors based first aid course or NZQA unit standard led by a recognised provider. And <ul style="list-style-type: none"> Complete a CPR course from a recognised provider if it is not part of the first aid course. 	<p>Learn the skills necessary to take care of yourself and others.</p> <p>Mountain Safety is the preferred provider and runs affordable training courses for members of Scouting.</p> <p>Course includes:</p> <ul style="list-style-type: none"> Managing and Accident. Hypothermia. Blisters, burns, cuts, sprains and strains. Fractures. Heat exhaustion / rehydration. Bee and Wasp stings. Unconsciousness. <p>REFERENCES:</p> <p>Mountain Safety Council.</p>	
Our World / Our Country <ul style="list-style-type: none"> Plan, prepare for, and complete one Our World / Our Country module of your choice that you haven't already done. 	<p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully. You are also expected to help lead the module if appropriate.</p> <p>This can be completed either on your own, with your Unit, or a team of friends.</p>	

Continued overleaf

PERSONAL DEVELOPMENT CORNERSTONE - GOLD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Physical <ul style="list-style-type: none"> Undertake and complete at least 20 hours of physical recreation spread over at least 20 weeks. Note: Appropriate training (modules) must be completed before undertaking adventurous activities	<p>This physical recreation and exercise should be a regular occurrence.</p> <p>Ideas can include soccer, hockey, water polo, orienteering, rowing, sailing and any thing else pre-approved by your Venturer Leader and Unit Executive.</p> <p>REFERENCES: DOE/Hillary Award. www.challengenz.org.nz</p>	
Social and Life Skills <ul style="list-style-type: none"> Plan, prepare for, and complete one "Social and Life Skills" module of your choice. It may be completed either on your own, with your Unit, or a team of friends. 	<p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully.</p> <p>You are also expected to help lead the module if appropriate.</p> <p>REFERENCES: Police. Youth Helpline. Community health nurse.</p>	
Personal Safety <ul style="list-style-type: none"> Complete one Personal Safety Module not already completed. <ul style="list-style-type: none"> Road Safety Awareness, Chemical safety, or Sexual Safety 	<p>Become aware of the driving rules and their importance to society particularly in respect of the safety of yourself, your friends and the public.</p> <p>External providers may provide a means for an open discussion on topics that unit members may be reluctant to raise.</p> <p>REFERENCES: Driving Schools. Police Traffic Safety. Police. Youth Helpline. Community health nurse.</p>	
Expression <ul style="list-style-type: none"> Plan, prepare for, and complete one Expression module of your choice that you haven't already done. 	<p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully.</p> <p>You are also expected to help lead the module if appropriate.</p> <p>May be completed either on your own, with your Unit, or a team of friends.</p>	
Discovery <ul style="list-style-type: none"> Learn another new skill for at least 10 hours spread over at least 10 weeks. 	<p>Learn a new skill that interests you.</p> <p>Ideas for a skill can include learning to play an instrument, public speaking, Mountain Safety Course, Abseiling, Rock Climbing, Civil Defence, Boatmaster or anything else that is pre-approved by your Unit Executive and Venturer Leader.</p> <p>Where possible you should aim to achieve a certified level of skill and have the certificate presented.</p> <p>REFERENCES: External providers. Unit standards. DOE/Hillary Award. www.challengenz.org.nz</p>	

Continued overleaf

NEW EXPERIENCES CORNERSTONE - GOLD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Special Activity <ul style="list-style-type: none"> Help plan, prepare and run a Venturing Explained for a group of Scouts or potential Venturers. 	Put your public speaking skills into action by helping to recruit new Unit members. REFERENCES: The Zone Venturer Leader will be able to provide the guidelines required.	
Special Event <ul style="list-style-type: none"> Attend a different National, Regional or Zone event to that used for the Bronze and Silver Awards. Attend a similar event that could be external to Scouting. e.g. School sports exchange etc.	Participate in an event and take the opportunity to meet others and to make new friends. REFERENCES: Advertised in the National News published via email each week and in the monthly Zone newsletters.	

NOTES:

- May be started, at the discretion of the Unit Executive and Venturer Leader, prior to the completion of the previous level.
- Refer to Direct Entries page for additional requirements for direct entrants to Gold Venturer Award.
- Refer to your DOE/HILLARY coordinator for cross-crediting requirements prior to starting service, physical and skill projects.

CERTIFICATE PRESENTATION:

Once the Unit Executive in conjunction with the Venturer Leader have approved and signed off all the requirements the Gold Venturer Award certificate may be presented.

QUEEN'S SCOUT AWARD

Work may commence on the requirements of the Queen's Scout Award while still working on the Gold Venturer Award. However, the Gold Venturer Award must be completed before the Queen's Scout Award can be presented.

COMMUNITY CORNERSTONE – QUEEN'S SCOUT AWARD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Scout Service Project <ul style="list-style-type: none"> Research, plan and complete a Scout Service Project that is at least 20 hours total within a six month period. The project should be one you believe in and have decided on after a discussion with your Unit Executive and Venturer Leader. 	<p>Service is in addition to Gold level Community service. May be started prior to completion of Gold level at the discretion of the Venturer Leader or Unit Executive.</p> <p>The service should be on a regular basis in blocks not exceeding four hours.</p> <p>Includes a report to Venturer Unit and Group Leader on the outcomes of the service.</p> <p>You must also provide the Queen's Scout Panel with a report on your project and how it has benefited the movement.</p> <p>REFERENCES: Guidance may be sought from the Zone Venturer Leader if needed.</p>	
Special Activity <ul style="list-style-type: none"> Complete any 5-day Residential project of your choice where you are mixing and working with people "new" to you. 	<p>Residential projects must be pre-approved by your Unit Executive and Venturer Leader.</p> <p>May include assisting at youth camps such as Cancer, Kidney, Health or Disability camps as well as National Scout Schools or Rotary leadership training courses, Summer Scout Camps, the Spirit of Adventure training ship and similar activities.</p>	

NEW EXPERIENCES CORNERSTONE – QUEEN'S SCOUT AWARD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Future Endeavours <p>Show evidence that you have investigated future opportunities both within and outside Scouting. Examples might be:</p> <ul style="list-style-type: none"> Attend at least two activities with your local Rover Crew, or: Register as a leader within your local Scout Group, or: Employment or Tertiary Institution study options available to you. 	<p>Possible options may be through involvement in Scouting as a Rover, Leader or other roles that involve personal challenges.</p> <p>All of these options provide opportunities for you to grow and develop your leadership and self management skills.</p> <p>Evident of your future options should include a written breakdown e.g. a list of future career options.</p> <p>REFERENCES: Regional Rover Crew Leader. Group Leader for a local Scout Group. Zone Leader.</p>	

Continued overleaf

PERSONAL DEVELOPMENT CORNERSTONE – QUEEN’S SCOUT AWARD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Queen’s Scout Panel Have a discussion with the Queen’s Scout Panel about the completion of your award, including: <ul style="list-style-type: none"> • A report of your Residential Project and explain how you have benefited from it. • A report of your Expedition or Exploration activity undertaken for the Gold Award. • A summary of your Scout Service Project and evidence of how it has benefited the movement. • Knowledge you have gained through the modules you have successfully completed in Bronze, Silver and Gold Awards. • The challenges you have fulfilled during your time in Scouting while working towards the Queen’s Scout Award. • Your understanding of the ethos of Scouting and future opportunities both within and outside Scouting. • Future opportunities within Scouting. 	All other requirements for the Queens Scout Award must be completed prior to attending the Queens Scout Panel. The Queen’s Scout Panel will normally consist of your Leader and the Zone Venturer Leader or Regional Venturer Leader plus one other person of your choice. The panel will be convened by your Leader at your request and in consultation with your Zone Venturer Leader and you are encouraged to invite your Parents. Preparation for panel should include compiling the relevant documentation in a suitable format. e.g. Clearfile folder REFERENCES: Refer to the Zone Venturer Leader for guidance.	

NOTES:

- To be awarded the Queen’s Scout Award the Venturer must:
 - Have completed the Gold Venturer Award and the Queen’s Scouts Award requirements.
 - Have belonged to a Venturer Unit for a minimum of 18 months.
 - Or have functioned as a Junior Leader for 2.5 years.
- Refer to your DOE/HILLARY coordinator for cross crediting requirements prior to starting the service, physical and skill projects.

QUEEN’S SCOUT APPLICATION FORM:

The Queen’s Scout application form may be downloaded from the Scouting NZ website and must be completed and forwarded to the National Office of Scouting New Zealand. Please fill it in carefully and ensure that all the required signatures are in place before mailing the document.

The Award, once approved, will be presented by the Chief Scout of New Zealand at special ceremonies held in Auckland, Wellington and Christchurch each year. The metal Queen’s Scout Badge may be purchased once authorisation has been received from the National Office.

VENTURERS

DIRECT ENTRY TO DIFFERENT LEVELS:

Venturers may join the Award Scheme at any level appropriate to their age and skills. The requirements listed below are additional to those listed in each award level.

BRONZE VENTURER AWARD:

(year 10)

REQUIREMENTS (What to do)	EXPLANATION (Why)
No additional requirements	

SILVER VENTURER AWARD:

(year 11 & 12 at school)

REQUIREMENTS (What to do)	EXPLANATION (Why)
Outdoor Skills <ul style="list-style-type: none"> Complete the Outdoors Skills section of the Bronze Award. 	Must be completed before undertaking any adventurous journey at any level.
Community, Physical, Discovery <ul style="list-style-type: none"> Complete an additional 10 hours in each of the above sections. 	
Personal Safety <ul style="list-style-type: none"> Complete one Personal Safety module. 	Refer to the Bronze Level.
Special Courses <ul style="list-style-type: none"> Complete the Venturer Velocity Course. 	

GOLD VENTURER AWARD:

(years 12 & 13 at school)

REQUIREMENTS (What to do)	EXPLANATION (Why)
Outdoor Skills <ul style="list-style-type: none"> Complete the Outdoors Skills section of the Bronze Award. 	Must be completed before undertaking any adventurous journey at any level.
Emergency Preparedness <ul style="list-style-type: none"> Complete the Emergency Preparedness module of the Silver Award. 	
Expedition <ul style="list-style-type: none"> Complete an expedition from the Silver Venturer Award. 	Practice at the Silver level before undertaking the much longer and more challenging Gold expedition.
Personal Safety <ul style="list-style-type: none"> Complete two Personal Safety modules. 	Refer to the Bronze and Silver Levels.
Special Courses <ul style="list-style-type: none"> Complete the Venturer Velocity and Cooksey Leadership Course. 	Required to understand Venturing and to learn the basic leadership skills required at Gold level.

VENTURERS

ROVER SCOUT BADGE:

Venturers are encouraged to continue their membership of Scouting by joining a local or Regional Rover Crew.

There is a Regional Rover Leader in each Region who may be contacted if there is not a Rover Crew nearby. Refer to the Regional Website for contacts.

Complete all criteria below to achieve the Rover Scout Badge.

REQUIREMENTS (What to do)	EXPLANATION (Why)	NAME/DATE/SIGN
OUTDOORS CORNERSTONE		Rover Scout Crew Leader
Join with your local Crew for a day outdoor activity or night away.	To help build a relationship and to foster a team approach to activities. E.g. a sailing or tramping trip etc.	
COMMUNITY CORNERSTONE		Rover Scout Crew Leader
Join with your local Crew for a service activity.	Service can include things like doing a beach clean up through to helping out at an animal shelter or similar.	
Be prepared to accept the service commitment that Rover Scout membership requires (50 hours per year).	Service is a large part of Rovers and Rover Scouts are expected to meet the minimum requirement every year. It adds up quickly and is not usually difficult to achieve.	
NEW EXPERIENCES CORNERSTONE		Regional Rover Leader / Rover Scout Crew Leader
Complete a Rover Explained with your local Crew or Regional Rover leader.	Learn about Scouting and Rover Scouting in particular.	
Discuss with those on your Rover Explained how the Scout Law & Promise affects you everyday and in Rovers.	You are becoming a young adult and you need to look at the law and promise with a new perspective.	
Attend a Rover Scout Crew formal meeting.	Learn about the functioning of a Rover Scout crew.	
Attend a Regional Rover event or meeting.	Learn more about what Rovers do.	
PERSONAL DEVELOPMENT CORNERSTONE		Rover Scout Crew Leader
Understand the crew constitution and agree to abide by it.	Learn about the rules of Rovers and the crew.	
Organise an activity for your own self development.	At this level you are expected organise activities. Rovers organise their own activities as they are all adults. The activity can be a simple evening out to Movies, golf, skating.... Or a day trip, or a guest speaker. Help may be obtained from other Rovers.	
Notes <ol style="list-style-type: none"> The Rover Scout Badge may be completed while the member is in the Venturers Section as part of the Venturer award Scheme. Some Rover crews may have additional requirements to be achieved prior to investiture. The Rover Scout may be invested upon completion of the Rover Scout Badge. 		

IDEAS BANK:

Outdoors	Community	Personal Development
4WD Abseiling Bush craft Caving Climbing Cycling Expeditions Flying Fox Go karting Golf Hygiene Jamboree Kayaking Land Activities Latrines – how to build Leys Outdoor Challenge Mountain biking Mountaincraft Mudslide Navigation Outdoor skills course (Practical) Pioneering Rafting Regattas Rigging and Derigging boats Rowing Sailing Search and Rescue Shooting Skiing Snowboarding Snowcraft Storm lashing Survival Swimming Tents Pitching Venture (National event) Walsh Memorial Scout Flying School Water Skills	Anzac Army, Navy, Air Force Boat Maintenance Civil Defence Coastguard Foreshore Clean up Games (scouts) International exchange International expeditions Jamboree Mountain Safety National schools Outdoor Pursuits Centre Outdoor Recreation Outward bound Police Regattas Search & Rescue membership Spirit of New Zealand trip Venture Water Testing Young Leaders	10 pin bowling 4WD Abseiling Boat masters Bush Cookery Bush-craft Caving Charge Certificates Chocolate making Climbing Community Involvement Cooksey Course Cycling Day skippers Expeditions Planning Firearms First aid certificates Go karting Goal setting Golf International exchange International expeditions Jamboree Kayaking Knots and Lashings Laser Strike Leadership courses Mountain biking Mountain-craft National schools Out door Recreation Outdoor skills Personal safety Power Boat Rafting Regattas Risk management Rowing Sailing Scouting badges Seamanship Shooting Skiing Snowboarding Swimming Toasted sandwich making Velocity Course Venture (National event) Young Leaders Courses

Note

The above list is a brief list of available experiences. Units are expected to add to the list and share their ideas with other Venturers.

PERSONAL CHALLENGES SUMMARY:

CONCEPT MODULES
Outdoor Skills – Concept: <ul style="list-style-type: none"> • Outdoor ethics. • Outdoor leadership. • Trip planning. • To camp or not to camp. • Clothing and packing. • Equipment.
Camp craft – Concept: <ul style="list-style-type: none"> • Campsites are not all equal. • Menu and food quantities.
Environment – Concept: <ul style="list-style-type: none"> • Take nothing but photographs, leave nothing, but.. • My footprint (The resources I use).
My Community – Concept: <ul style="list-style-type: none"> • Notable community figure. • Having a vote / elections. • Me a leader? Return to your roots.
Our World / Our Country – Concept: <ul style="list-style-type: none"> • Diverse culture / our heritage. • Faith awareness. • My rights, my obligations.
Social and Life Skills – Concept: <ul style="list-style-type: none"> • Absolutely positively feeling good; Good communication, anger, conflict and bullying. • Dealing with loss and grief. • Flirting and finance.
Expression – Concept: <ul style="list-style-type: none"> • Performing Arts / Gang Show. • Expression through use of technology. • Visual Arts / Plastic Arts.
Emergency Preparedness – Concept: <ul style="list-style-type: none"> • Outdoor First Aid and CPR. - Refer Bronze & Gold Awards • Search and Rescue / Coastguard / Civil Defence
Personal Safety – Concept: <ul style="list-style-type: none"> • Road Safety Awareness. • Chemical safety. • Sexual Safety.

PRACTICAL MODULES
Outdoor Skills – Practical: <ul style="list-style-type: none"> • Stoves, fires, and cooking. • Navigation. • Rivers. • Survival / being lost.
Camp craft – Practical: <ul style="list-style-type: none"> • Safe food, safe water.
Environment – Practical: <ul style="list-style-type: none"> • Reading the weather.
My Community – Practical: <ul style="list-style-type: none"> • Care Giving. .
Our World / Our Country – Practical: <ul style="list-style-type: none"> • International awareness. • Beyond School – CV, Interviews.
Social and Life Skills – Practical: <ul style="list-style-type: none"> • Social skills and dining etiquette. • My body (Feed the machine; Be sun smart; Body piercing and tattoos).
Expression – Practical: <ul style="list-style-type: none"> • Music is my thing. • Public Speaking / presentations.
Emergency Preparedness – Practical: <ul style="list-style-type: none"> • Plumbing. • My Place
<p>Modules not yet included in this book will be added to the SCOUTS New Zealand website as they are developed.</p>

CREATE YOUR OWN MODULE:

Use the criteria for the modules listed overleaf to create a new module if needed. The steps to achieve this are:

1. Write up what you think is a reasonably challenging set of criteria or learning tasks for you to achieve.
2. Consult an expert in the field for comment – a School Teacher, Science worker, or someone who works in that topic.
3. Present your proposed module to the Venturer Leader and the Unit Executive for comment and approval.
4. The Venturer Leader may choose to refer the module to the Zone Venture Leader for guidance.
5. Forward your ideas for modules to the National Venturer Leader for inclusion in the Award Scheme and the enjoyment of other Venturers.

VENTURER AWARD – JUNIOR LEADER OPTION

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
OUTDOORS CORNERSTONE		
<ul style="list-style-type: none"> Undertake a day activity with the section you will be working with. 	To help build a relationship and to foster a team approach to activities. E.g. a sailing or tramping trip etc.	
COMMUNITY CORNERSTONE	Signed Off:	
<ul style="list-style-type: none"> Complete a Venturing Explained with your local unit or leader. <p>And</p> <ul style="list-style-type: none"> Discuss with those on your Venturing Explained how the Scout Law & Promise affects you everyday and in Venturers. 	<p>Learn about Scouting and Venturing in particular.</p> <p>REFERENCE:</p> <ul style="list-style-type: none"> Zone Venturer Leader. 	
PERSONAL DEVELOPMENT CORNERSTONE		
<ul style="list-style-type: none"> With the help of the Group Leader or Section Leader you will be working with, complete a Personal Commitment Statement. Understand the importance of DADS rules and how to follow them. 	The Personal Commitment Statement should be revised or renewed each year.	
NEW EXPERIENCES CORNERSTONE		
<ul style="list-style-type: none"> Complete the relevant parts of an Adult Leaders' Induction Module with your Group Leader or Section Leader. 	<p>This module may be credited toward the modules required for Bronze Award.</p> <p>REFERENCE:</p> <ul style="list-style-type: none"> See the list at the end of this document. 	

NOTES:

- For former Scouts the Venturer Award may have been completed while the member was in the Scout Section.
- For direct entries into the Venturer section The Venturer Award may be completed at the same time as the Venturer Bronze Award.
- Skills previously learnt and demonstrated as such should be recognised as prior learning for the requirements of this section.

The Venturer may be invested upon completion of the Venturer Award.
A Venturer Award certificate is presented at the investiture ceremony.

BRONZE VENTURER AWARD – JUNIOR LEADER OPTION:

OUTDOORS CORNERSTONE – BRONZE:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Camp craft <ul style="list-style-type: none"> Complete one "Camp craft" module of your choice. 	<p>Camp craft modules are designed to teach essential camping skills.</p> <p>Can be completed either on your own, with your unit, or a team of friends.</p> <p>REFERENCE: Group Leader.</p>	
Outdoor Skills <ul style="list-style-type: none"> Complete all the basic concept and practical modules of the Outdoors Skills Certificate. This must be completed before undertaking an adventurous journey at any level. Note that some of these modules may have been completed in the Scout Section and if so can be credited. 	<p>The Outdoor Skills Certificate provides you with the basic skills needed to be safe in the bush or on the water.</p> <p>The concept modules test knowledge, whereas the practical modules test knowledge and skills.</p> <p>The Outdoor Skills are listed under the "Venturer Award Scheme Skills Modules" section at the end of this book and is usually run as a 2-day course or over 4 nights organised by the Zone.</p> <p>REFERENCES: Outdoors Skills Certificate requirements at the back of this book.</p> <ul style="list-style-type: none"> Mountain Safety Council. Bushcraft manual. Coastguard. <p>www.challengenz.org.nz</p>	
Environment <ul style="list-style-type: none"> Complete one "Environment" module of your choice. 	<p>Environment modules are designed so you can learn about the world around you and how to be a 'tidy kiwi'. These modules raise some very important ideas about the future of our world.</p> <p>Can be completed either on your own, with your unit, or a team of friends.</p>	
Expeditions <p>Either:</p> <ul style="list-style-type: none"> Complete the Outdoor Skills certificate and then undertake an adventurous journey with a group of friends. Your party must be at least four people, including at least one Leader or approved adult experienced in the type of journey. <p>Or</p> <p>Attend as a Junior leader, a Pack Holiday, Kea Sleepover or other overnight activity of at least 2 days and 1 nights duration.</p> <ul style="list-style-type: none"> Make a report to your Group Leader on completion of the overnight activity or expedition. 	<p>Adventurous journeys should be over terrain that you haven't been to before or places new to you.</p> <p>These can include tramps, kayak trips, sailing or bike rides - but they must be completed under your own 'steam'. (No motorised transport).</p> <p>Approximately one third of the total journey time should be spent in "travel" under your own steam.</p> <p>E.g. for a two day and one night tramp (8am to 5pm the next day - approximately 33 hours total time) approximately 11 hours should be spent actually tramping.</p> <p><i>The approved adult is to complete a Scout Letter of Appointment form. The Group Leader should discuss the contents of the form with the adult and countersign the form.</i></p> <p>REFERENCE:</p> <ul style="list-style-type: none"> Department of Conservation Coastguard <p>DOE/Hillary Award.</p> <p>www.challengenz.org.nz</p>	

Continued Overleaf

COMMUNITY CORNERSTONE – BRONZE:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/DATE
Helping Others <ul style="list-style-type: none"> Undertake and complete at least 10 hours of service spread over at least 10 weeks. This service may be part of your regular commitment to the section you are working in. 	<p>You should be taking an active role with this service and making a regular commitment.</p> <p>Service can include things like helping out at a Scout Group through to helping out at an animal shelter or similar.</p> <p>Your idea for service must be pre-approved by your Group Leader.</p> <p>You can carry on doing this for the Silver and Gold Award requirements.</p>	
My Community <ul style="list-style-type: none"> Plan and run a 'My Community' activity for the Section you are working with. 	<p>'My Community' modules are designed so you can learn about your local community, who in the community is a notable public figure, meet with them and discuss values and morals and get to know your local community.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Refer to the Award Scheme for the section you are working in. 	
Emergency Preparedness <ul style="list-style-type: none"> Complete a basic first aid course led by a trained first aider. May be credited if completed in the Scout Section. 	<p>Learn basic outdoor first aid so that if something does happen in the bush you know how to handle it. Contents include:</p> <ul style="list-style-type: none"> Cleaning and treating cuts, scratches and burns. Dealing with sprains and strains. Bandaging and protecting minor wounds. Treating blisters and bruises. Making up a personal and basic first aid kit. <p>REFERENCES:</p> <ul style="list-style-type: none"> Any trained first aider skilled in teaching others. 	
Our World / Our Country <ul style="list-style-type: none"> Complete one "Our World / Our Country" module of your choice. 	<p>Our World/Our Country expands on ideas learnt in My community and focuses instead on the global community.</p> <p>Can be completed either on your own, with a unit, or a team of friends.</p>	

Continued Overleaf

VENTURERS

PERSONAL DEVELOPMENT CORNERSTONE – BRONZE:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
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VENTURERS

<p>Physical</p> <ul style="list-style-type: none"> Undertake and complete at least 10 hours of physical recreation spread over at least 10 weeks. 	<p>This physical recreation and exercise should be regular.</p> <p>Ideas include soccer, hockey, water polo, orienteering, rowing, swimming, horse riding, sailing etc., and may include participation in a school team.</p> <p>Your idea for physical recreation must be pre-approved by your Group Leader. You may carry on doing this physical recreation for levels two and three as well.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> DOE/Hillary Award. www.challengenz.org.nz 	
<p>Social and Life Skills</p> <ul style="list-style-type: none"> Complete one "Social and Life Skills" module of your choice. 	<p>Social and Life skills are important modules in the Venturer Award. They teach things ranging from sexual safety through to proper dining etiquette.</p> <p>These may be completed either on your own, with your unit, or a team of friends.</p> <p>External providers may provide a means for an open discussion on topics that unit members may be reluctant to raise.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Police Youth Helpline Community health nurse 	
<p>Personal Safety</p> <ul style="list-style-type: none"> Complete one Personal Safety Module. <ul style="list-style-type: none"> Road Safety Awareness, Chemical safety, or Sexual Safety 	<p>Become aware of the driving rules and their importance to society particularly in respect of the safety of yourself, your friends and the public.</p> <p>External providers may provide a means for an open discussion on topics that unit members may be reluctant to raise.</p> <p>REFERENCES:</p> <p>Driving Schools. Police Traffic Safety. Police. Youth Helpline. Community health nurse.</p>	
<p>Expression</p> <ul style="list-style-type: none"> Take part in planning the next terms programmes for the Section you are working with. 	<p>Being able to express yourself through a variety of mediums is a wonderful way to get your message across. Use the planning session to help develop your communication skills.</p>	
<p>Discovery</p> <ul style="list-style-type: none"> Attend Module 2 of the Adult Leader Training 'Understanding and Using National Programmes' for the Section you are working with. 	<p>Develop your programming skills.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Zone training calendar. Zone Training Leader. 	

Continued overleaf

VENTURERS

NEW EXPERIENCES CORNERSTONE – BRONZE:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/DATE
Special Activity <ul style="list-style-type: none"> Complete a Venturer “Velocity” course. 	<p>Velocity courses are designed to teach you the basics of Venturing. Learn the ins and out’s of Venturers and how to make the most out of your time in the Venturer Unit.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Zone Venturer Leaders can provide course dates and times. 	
Special Events <ul style="list-style-type: none"> Attend a National, Regional or Zone event for Venturers. <p>or.</p> <ul style="list-style-type: none"> Attend a National Programme event with the Section you are working with. Here are a few suggestions: <ul style="list-style-type: none"> Regional camps. Zone Challenges. Summer camp. National Kea Day. National Cub Day. 	<p>National activities are unique to Scouting. Explore the depths of the earth at Caving School or the heights of mountains at Mountain-craft School for example.</p> <p>National Schools available to Junior Leaders include Canoe School, Caving School, Mountain-craft School, Photography School, Snow School, and Walsh Memorial Scout Flying School.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Advertised in the National News, Regional News, Zones News and Section newsletters published via email and hard copy at regular intervals. Scouting New Zealand website. Regional and Zone Scouting websites. 	

NOTES:

1. The Bronze Venturer Award may be started at the discretion of the Group Leader prior to completion of the Venturer Award.
2. To be awarded the Bronze Venturer Award the Junior Leader must have completed the Venturer Badge.
8. Refer to your DOE/Hillary Award (DOE/HILLARY) coordinator for cross crediting requirements prior to starting the service, physical and skill projects.
9. Skills learned previously and demonstrated correctly should be recognised as prior learning for the requirements of this section.

CERTIFICATE PRESENTATION:

Once the Group Leader has approved and signed off all the requirements the Bronze Venturer Award may be presented.

SILVER VENTURER AWARD – JUNIOR LEADER OPTION:

OUTDOORS CORNERSTONE – SILVER:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Camp craft: <ul style="list-style-type: none"> Complete one "Camp craft" module of your choice that you haven't already done. May be completed either on your own, with your unit, or a team of friends. 	<p>At this level you are expected to show a higher level of learning and understanding than someone at Bronze level.</p> <p>Camp craft modules are designed to teach you essential camping skills. These modules also include ways to look after yourself and those around you when in the outdoors.</p>	
Outdoor Skills <ul style="list-style-type: none"> Revise the practical modules of the Outdoor Skills Certificate and demonstrate to your Venturer Leader or Unit Executive you are still competent with these skills. Complete any new modules relevant to your planned Silver level adventurous journey. Must be completed prior to undertaking the Silver level adventurous journey. <p>or</p> <ul style="list-style-type: none"> Attend Module 5 of the Adult Leader Training Scheme 'Out and About'. 	<p>At this level you are expected to be competent in both concept and practical modules. See the list at the back of the booklet.</p> <p>The Outdoor Skills Certificate provides you with the basic skills needed to be safe in the bush or on the water.</p> <p>The concept modules test knowledge, whereas the practical modules test knowledge and skills.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Outdoors Skills Certificate. Mountain Safety Council. Bushcraft manual. Coastguard. DOE/Hillary Award. www.challengenz.org.nz 	
Environment <ul style="list-style-type: none"> Complete one "Environment" module of your choice that you haven't already done. 	<p>At this level you are expected to show a higher level of learning and understanding than someone at Bronze level.</p> <p>Environment modules are designed so you can learn about the world around you and how to be a 'tidy kiwi'. These modules raise some very important ideas about the future of our world.</p> <p>Can be completed either on your own, with your unit, or a team of friends.</p>	

Continued overleaf

OUTDOORS CORNERSTONE – SILVER:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Expeditions <ul style="list-style-type: none"> With a team of at least four others, plan, prepare for and successfully complete an adventurous journey that is at least three days and two nights duration. Your party must be at least four people and may include one Leader or approved adult experienced in the type of journey. The Outdoor Skills certificate must be completed / revised before undertaking the expedition. Water based skills must be completed for water based journeys e.g. kayak or rowing training etc run by a competent instructor. <p style="text-align: right;"><i>Continued overleaf</i></p>	<p>Adventurous journeys should be over terrain that you haven't been to before or places new to you.</p> <p>These can include tramps, kayak trips or bike rides - but they must be completed under your own steam. (No motorised transport).</p> <p>Approximately one third of the total journey time should be spent in "travel" under your own steam.</p> <p>E.g. for a three day and two night tramp (8am to 5pm the last day - approx 54 hours total time) 18 hours should be spent actually tramping.</p> <p>Safety is important. At the discretion of the Group Leader a shadow party of one Leader or approved adult experienced in the type of journey may be required.</p> <p><i>The approved adult is to complete a Scout Letter of Appointment form. The Group Leader should discuss the contents of the form with the adult and countersign the form.</i></p>	.
Expeditions, continued <ul style="list-style-type: none"> The Silver level Emergency Preparedness module must be completed before undertaking the expedition. <p>or..</p> <ul style="list-style-type: none"> Take part in the planning and delivery of an outdoor activity for the section you are working with of at least 3 days and 2 nights duration. <p>For either option, present a report to your Group Leader on completion.</p>	REFERENCES: <ul style="list-style-type: none"> Department of Conservation. Coastguard. DOE/Hillary Award. www.challengenz.org.nz 	

Continued overleaf

COMMUNITY CORNERSTONE – SILVER:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Helping Others <ul style="list-style-type: none"> Undertake and complete at least 15 hours of service spread over at least 15 weeks. This service may be part of your regular commitment to the section you are working in. 	<p>You should be taking an active role with this service and you should be making a regular commitment.</p> <p>It is recommended that the maximum number of hours logged in any one block of time should not exceed six hours.</p> <p>Service can include things like helping out at a Scout Group through to helping charities and may be a continuation of the service undertaken for the Bronze level.</p> <p>Your idea for service must be pre-approved by your Group Leader.</p>	
My Community <ul style="list-style-type: none"> Complete one "My Community" module of your choice that you haven't already done. 	<p>"My Community" modules are designed so you can learn about your local community, who famous local people are, meet with them and discuss values and morals and how they help govern society.</p> <p>Can be completed either on your own, with your unit, or a team of friends.</p>	
Emergency preparedness <ul style="list-style-type: none"> Arrange a speaker on Local Search and Rescue or Coastguard or Civil Defence in your area. <p>Or</p> <ul style="list-style-type: none"> Visit one of the above organisations with your unit or group of friends. Prepare and document an emergency plan and kit for you and your family for the potential natural disasters in your area. E.g. Flood, bush fire, earthquake, tsunami, pandemic, volcanic eruption, storm. <p>Or</p> <ul style="list-style-type: none"> Complete the My Place module. 	<p>Learn to take responsibility for yourself and others.</p> <p>The Civil Defence goal is to have all families to prepared for emergencies; this module also helps spread the Venturers new knowledge out into the community.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> http://www.getthru.govt.nz http://www.civildefence.govt.nz/memweBSITE.nsf 	
Emergency Preparedness <ul style="list-style-type: none"> Complete an outdoors based first aid course or NZQA unit standard led by a recognised provider. Complete a CPR course from a recognised provider if it is not part of the first aid course. 	<p>Learn the skills necessary to take care of yourself and others.</p> <p>Mountain Safety is the preferred provider and runs affordable training courses for members of Scouting.</p> <p>Course includes:</p> <ul style="list-style-type: none"> Managing and Accident. Hypothermia. Blisters, burns, cuts, sprains and strains. Fractures. Heat exhaustion /Rehydration. Bee and Wasp stings. Unconsciousness. 	
Our World / Our Country <ul style="list-style-type: none"> Plan and run an 'Our World/Our Country' activity for the section you are working with. 	<p>Can be completed either on your own, with your unit, or a team of friends.</p>	

Continued overleaf

PERSONAL DEVELOPMENT CORNERSTONE – SILVER:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Physical <ul style="list-style-type: none"> Undertake and complete at least 15 hours of physical recreation spread over at least 15 weeks. 	<p>This physical recreation and exercise should be regular. Ideas can include soccer, hockey, water polo, orienteering, rowing, sailing and any thing else pre-approved by your Venturer Leader or Unit Executive.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> DOE/Hillary Award. www.challengenz.org.nz 	
Social and Life Skills <ul style="list-style-type: none"> Complete one "Social and Life Skills" module of your choice that you haven't already done. <p>Or</p> <ul style="list-style-type: none"> Attend Module 4 of the Adult Leaders Training Scheme 'Working with Teams, Youth and Adults'. 	<p>Can be completed either on your own, with your unit, or a team of friends.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Police. Youth Helpline. Community health nurse. 	
Personal Safety <ul style="list-style-type: none"> Complete one Personal Safety Module not already completed. <ul style="list-style-type: none"> Road Safety Awareness, Chemical safety, or Sexual Safety 	<p>Become aware of the driving rules and their importance to society particularly in respect of the safety of yourself, your friends and the public.</p> <p>External providers may provide a means for an open discussion on topics that unit members may be reluctant to raise.</p> <p>REFERENCES:</p> <p>Driving Schools. Police Traffic Safety. Police. Youth Helpline. Community health nurse.</p>	
Expression <ul style="list-style-type: none"> Complete an "Expression" module of your choice. 	<p>Can be completed either on your own, with your unit, or a team of friends.</p> <p>A presentation on your journey using a variety of technology and media could be an ideal subject for the "Expression through Technology" module.</p> <p>Your presentation should be made to the Group Leader.</p>	
Discovery <ul style="list-style-type: none"> Learn a new skill that interests you and spend at least 10 hours spread over at least 10 weeks developing it. <p>This skill should be different to that learned at the Bronze level.</p>	<p>Learn a new skill that interests you.</p> <p>Ideas for a skill can include learning to play an instrument, public speaking, Mountain Safety Course, Abseiling, Rock Climbing, Civil Defence, Boatmaster or anything else that is pre-approved by your Group Leader.</p> <p>Where possible you should aim to achieve a certified level of skill and have the certificate presented.</p>	

Continued overleaf

VENTURERS

NEW EXPERIENCES CORNERSTONE – SILVER:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Special Activity <ul style="list-style-type: none"> Complete the Venturer “Cooksey” Leadership course. 	<p>Builds on previously learnt leadership and management skills in preparation for positions of responsibility within and outside the unit.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Zone Venturer Leader for advice on dates. 	
Special Event <ul style="list-style-type: none"> Attend a different National, Regional or Zone event to that used for the Bronze Award. <p>Or:</p> <ul style="list-style-type: none"> Attend a similar event that could be external to Scouting. e.g. School sports exchange etc. Note: Appropriate training (modules) must be completed before undertaking adventurous activities. 	<p>National activities are unique to Scouting. Explore the depths of the earth at caving school or the heights of mountains at mountain-craft school for example.</p> <p>National Schools available to Venturers include Canoe School, Caving School, Mountain-craft School, Photography School, Snow School, and Walsh Memorial Scout Flying School.</p> <p>Other possibilities for the future; Driving School, Sailing School, Scuba Diving School.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Advertised in the National News, Regional News, Zone News published via email and hard copy at regular intervals. Scouting New Zealand website. Regional and Zone Scouting websites. 	

NOTES:

- May be started, at the discretion of the Group Leader prior to the completion of the previous level.
- Refer to Direct Entries page towards the end of this scheme for additional requirements for direct entrants to Silver Venturer Award.
- Refer to your DOE/HILLARY coordinator for cross crediting requirements prior to starting service, physical and skill projects.

CERTIFICATE PRESENTATION:

Once the Group Leader has approved and signed off all the requirements the Silver Venturer Award certificate may be presented.

GOLD VENTURER AWARD – JUNIOR LEADER OPTION:

OUTDOORS CORNERSTONE – GOLD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Camp craft <ul style="list-style-type: none"> Complete one "Camp craft" module of your choice that you haven't already done. 	<p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully. You are also expected to help lead the module if appropriate.</p> <p>Can be completed either on your own or with a team of friends.</p>	
Outdoor Skills <ul style="list-style-type: none"> Gain the Charge Certificate (Day Skipper/Coast Guard), Bushcraft Certificate (MSC). Or attend an external training course relevant to the Section you are working with. 	REFERENCES: <ul style="list-style-type: none"> Outdoors Skills Certificate. Mountain Safety Council Bushcraft manual. NZ Coastguard. 	
Environment <ul style="list-style-type: none"> Plan, prepare for, and complete one "Environment" module that you haven't done before. <ul style="list-style-type: none"> This may be done in conjunction with the section you are working in. You are also expected to help lead the module if appropriate. Can be completed either on your own or a team of friends. 	<p>Environment modules are designed so you can learn about the world around you and how to be a 'tidy kiwi'. These modules raise some very important ideas about the future of our world.</p> <p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully.</p>	
Expedition Complete either the Expedition or Exploration requirements (overleaf). <ul style="list-style-type: none"> With a team of at least four, plan and prepare for and successfully complete an adventurous journey that is at least four days and three nights long. Your party must be formed out of at least four people and may include one Leader or approved adult experienced in the type of journey. The Outdoor Skills certificate must be completed / revised before undertaking the expedition. <p>Or.</p> <ul style="list-style-type: none"> Take part in the planning and delivery of an overnight activity (a different one to that used in the Silver Award) for the section you are working with and that is 3 days and 2 nights duration Plan and undertake a separate full day activity that includes a walk/hike/tramp appropriate to the Section you are working with. <p>Whichever option is taken, present a report to your Group Leader on completion. The report may be required to be displayed at your Queen's Scout Panel interview.</p>	<p>Adventurous journeys should be over terrain that you haven't been to before or places new to you.</p> <p>These can include tramps, kayak trips or bike rides - but they must be completed under your own steam. (No motorised transport except to and from the point of departure).</p> <p>Approximately one third of the total journey time should be spent in "travel" under your own steam.</p> <p>E.g. for a three day and two night tramp (8am to 5pm on the last day - approx 54 hours total time) 18 hours should be spent actually tramping.</p> <p>Safety is important. At the discretion of the Venturer Leader a shadow party of one Leader or approved adult experienced in the type of journey may be required.</p> <p><i>The adult is to complete a Scout Letter of Appointment form. The Group Leader should discuss the contents of the form with the adult and countersign the form.</i></p> REFERENCES: <ul style="list-style-type: none"> Department of Conservation. Coastguard. DOE/Hillary Award. www.challengenz.org.nz 	

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Exploration Option <i>Complete either the Expedition or Exploration requirements.</i> <ul style="list-style-type: none"> With a team of at least four, plan, prepare for and successfully complete an exploration that is at least four days and three nights long. Your exploration must have a clear purpose. Your party must be formed out of at least four people and may include one Leader or approved adult experienced in the area likely to be encountered. The Outdoor Skills certificate must be completed / revised before undertaking the exploration. Water based skills must be completed for water based journeys such as canoeing, rowing or sailing. Present a report to your Group Leader at the completion of your exploration. 	<p>The exploration should be to an area that you haven't been to before or places new to you.</p> <p>In addition to the Outdoors Certificate suitable investigatory preparation is required prior to undertaking the exploration.</p> <p>The exploration must include a minimum time of 10 hours journeying excluding travel time to and from the area.</p> <p>Your exploration idea, duration and preparation must be pre-approved by your Group Leader.</p> <p>The report on your exploration should be available to present to the Queen's Scout Panel if requested.</p>	

COMMUNITY CORNERSTONE – GOLD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Helping Others <ul style="list-style-type: none"> Undertake and complete at least 20 hours of service spread over at least 20 weeks. This service may be part of your regular commitment to the section you are working in. 	<p>You should be taking an active role with this service and you should be making a regular commitment.</p> <p>It is recommended that the maximum number of hours logged in any one block of time should not exceed six hours.</p> <p>Service can include things like helping out at a Scout Group through to helping at local charitable institutions and may be a continuation of the service undertaken in level two.</p> <p>Your idea for service must be pre-approved by your Group Leader.</p>	
My Community <ul style="list-style-type: none"> Plan and run, with the assistance of other Leaders, a combined activity for your Group. 	<p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully. You will need to provide any guest speakers with the objectives of the talk.</p> <p>You are also expected to help lead the activity.</p>	
Emergency Preparedness <ul style="list-style-type: none"> Complete an outdoors based first aid course or NZQA unit standard led by a recognised provider. Complete a CPR course from a recognised provider if it is not part of the first aid course. 	<p>Learn the skills necessary to take care of yourself and others.</p> <p>Mountain Safety is the preferred provider and runs affordable training courses for members of Scouting.</p> <p>Course includes:</p> <ul style="list-style-type: none"> Managing and Accident. Hypothermia. Blisters, burns, cuts, sprains and strains. Fractures. Heat exhaustion /Rehydration. Bee and Wasp stings. Unconsciousness. 	
Our World / Our Country <ul style="list-style-type: none"> Plan and run an 'Our World/Our Community' activity for the Section you are working with. 	<p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully. You may need to provide them with a lesson plan or an agenda.</p> <p>You are also expected to help lead the module if appropriate.</p>	

PERSONAL DEVELOPMENT CORNERSTONE – GOLD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Physical <ul style="list-style-type: none"> Undertake and complete at least 20 hours of physical recreation spread over at least 20 weeks. 	<p>Get out there and 'push play'.</p> <p>This physical recreation and exercise should be regular.</p> <p>Ideas can include soccer, hockey, water polo, orienteering, rowing, sailing and any thing else pre-approved by your Group Leader.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Venturer Award Scheme pages on the Scouting New Zealand website. DOE/Hillary Award. www.challengenz.org.nz SPARC website. www.sparc.govt.nz/pushplay-overview 	
Social and Life Skills <ul style="list-style-type: none"> Plan, prepare for, and complete one "Social and Life Skills" module of your choice. 	<p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully. You are also expected to help lead the module if appropriate.</p> <p>May be completed either on your own, with your unit, or a team of friends.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Police. Youth Helpline. Community health nurse. 	
Personal Safety <ul style="list-style-type: none"> Complete one Personal Safety Module not already completed. <ul style="list-style-type: none"> Road Safety Awareness, Chemical safety, or Sexual Safety 	<p>Become aware of the driving rules and their importance to society particularly in respect of the safety of yourself, your friends and the public.</p> <p>External providers may provide a means for an open discussion on topics that unit members may be reluctant to raise.</p> <p>REFERENCES:</p> <p>Driving Schools.</p> <p>Police Traffic Safety.</p> <p>Police.</p> <p>Youth Helpline.</p> <p>Community health nurse.</p>	
Expression <ul style="list-style-type: none"> Plan, prepare for, and complete one "Expression" module of your choice that you haven't already done. <p>Or;</p> <ul style="list-style-type: none"> Attend a Campfire Leaders Course or similar activity. 	<p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully.</p> <p>You are also expected to help lead the module if appropriate.</p> <p>May be completed either on your own, with your unit, or a team of friends.</p>	

PERSONAL DEVELOPMENT CORNERSTONE – GOLD: continued

Discovery <ul style="list-style-type: none"> Learn a new skill for at least 10 hours spread over at least 10 weeks. 	<p>Learn a new skill that interests you.</p> <p>Ideas for a skill can include learning to play an instrument, public speaking, Mountain Safety Course, Abseiling, Rock Climbing, Civil Defence, Boatmaster or anything else that is pre-approved by your Venturer Leader or Unit Executive.</p> <p>Where possible you should aim to achieve a certified level of skill and have the certificate presented.</p> <p>This new skill is to be different from the skill(s) selected for the Bronze and Silver Awards.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> External providers. Unit standards. DOE/Hillary Award. <p>www.challengenz.org.nz</p>	
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NEW EXPERIENCES CORNERSTONE – GOLD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Special Activity <ul style="list-style-type: none"> Complete a different major National, Regional or Zone event to that used for the Bronze and Silver Awards. Or assist at Kids Camps (Cancer, Kidney, Health or disability) or attend a RYLA (Rotary) Leadership Course, Outward Bound, or sail on the Spirit of Adventure. Or attend a National programme activity with the section you are working in. 	<p>National activities are unique to Scouting.</p> <p>National Schools available to Venturers include Canoe School, Caving School, Mountain-craft School, Photography School, Snow School, and Walsh Memorial Scout Flying School.</p> <p>Other possibilities for the future; Driving School, Sailing School, Scuba Diving School.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Advertised in the National News published via email each week. 	

NOTES

- May be started, at the discretion of the Group Leader prior to the completion of the previous level.
- Refer to Direct Entries page for additional requirements for direct entrants to Gold Venturer Award.
- Refer to your DOE/HILLARY coordinator for cross crediting requirements prior to starting service, physical and skill projects.

CERTIFICATE PRESENTATION:

Once the Group Leader has approved and signed off all the requirements the Gold Venturer Award certificate may be presented.

QUEEN'S SCOUT AWARD – JUNIOR LEADER OPTION:

COMMUNITY CORNERSTONE – QUEEN'S SCOUT AWARD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Scout Service Project <ul style="list-style-type: none"> Research, plan and complete a "Scout Service Project" that is at least 20 hours total within a six month period. The project should be one you believe in and decided on after a discussion with your Group Leader. This project must be separate and additional to the regular work done as a Junior Leader and you may be assisted to complete this project by the youth members of the Section you work with. Discuss with your Group Leader your service as a Junior Leader and identify how this has helped you in other aspects of your life. Provide the Group Leader with a report of your project and the outcome. 	<p>Service is in addition to Gold level Community service.</p> <p>May be started prior to completion of Gold level at the discretion of the Venturer Leader or Unit Executive.</p> <p>The service should be on a regular basis in blocks not exceeding four hours.</p> <p>Includes a report to Venturer Unit and Group Leader on the outcomes of the service.</p> <p>You must also then provide the Queen's Scout Panel with a report on your project and how it has benefited the movement.</p>	
Special Activity <ul style="list-style-type: none"> Complete any 5-day Residential project of your choice where you are working and mixing with people new to you. 	<p>Residential projects must be pre-approved by your Unit Executive and Venturer Leader.</p> <p>May include assisting at youth camps such as Cancer, Kidney, Health or Disability camps as well as National Scout Schools or Rotary leadership training courses, Summer Scout Camps, the Spirit of Adventure training ship and similar activities.</p>	

NEW EXPERIENCES CORNERSTONE – QUEEN'S SCOUT AWARD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Future Endeavours <p>Show evidence that you have investigated future opportunities both within and outside Scouting where available.</p> <p>Examples might be:</p> <ul style="list-style-type: none"> Attend at least two activities with your local Rover Crew, or: Register as a leader within your local Scout Group, or: Employment or Tertiary Institution study options for you. 	<p>Possible options may be through involvement in Scouting as a Rover, Leader or other roles that involve personal challenges.</p> <p>All of these option provide opportunities for you to grow and develop your leadership and self management skills.</p> <p>Evident of your future options should include a written breakdown e.g. future career options.</p> <p>REFERENCES:</p> <ul style="list-style-type: none"> Regional Rover Crew Leader. Group Leader for a local Scout Group. Zone Leader. 	

Continued overleaf

PERSONAL DEVELOPMENT CORNERSTONE – QUEEN’S SCOUT AWARD:

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE/ DATE
Queen’s Scout Panel Have a discussion with the Queen’s Scout Panel about the completion of your award including: <ul style="list-style-type: none"> • A report of your Residential Project and explain how you have benefited from it. • A report of your Expedition or Exploration activity undertaken for the Gold Award. • A summary of your Scout Service Project and evidence of how it has benefited the movement. • Knowledge you have gained through the modules you have successfully completed in Bronze, Silver and Gold Awards. • Future opportunities within Scouting. 	All other requirements for the Queens Scout Award must be completed prior to attending the Queens Scout Panel. The Queen’s Scout Panel will normally consist of your Leader and the Zone Venturer Leader or Regional Venturer Leader plus one other person of your choice. The panel will be convened by your Leader at your request and in consultation with your Leader. This friendly discussion looks at: <ul style="list-style-type: none"> • Your character and personality. • Summarises your Scouting involvement. • The challenges you have fulfilled during your time in Scouting working towards the Queen’s Scout Award. • Your understanding of the ethos of Scouting and future opportunities both within and outside Scouting. • Preparation for panel should include compiling the relevant documentation in a suitable format. E.g. clearfile folder. 	Refer to the Zone Venturer Leader for guidance.

NOTES:

- To be awarded the Queen’s Scout Award the Venturer must:
 - Have completed the Gold Venturer Award and the Queen’s Scouts Award requirements.
 - Have belonged to a Venturer Unit for a minimum of 18 months.
 - Or have functioned as a Junior Leader on a regular basis for 2.5 years.
 - Not be warranted as an Adult Leader.
- Refer to your DOE/HILLARY coordinator for cross crediting requirements prior to starting the service, physical and skill projects.

APPLICATION FORM:

The Queen Scout application form may be downloaded from the Scouting NZ website and must be completed and forwarded to the National Office of Scouting New Zealand. Please fill it in carefully and ensure that all the required signatures are in place before mailing the document.

PRESENTATION:

The Award, once approved, will be presented by the Chief Scout of New Zealand at special ceremonies held in Auckland, Wellington and Christchurch each year. The metal Queen’s Scout Badge may be purchased once authorisation has been received from the National Office.

SUMMARY CHART:

VENTURER AWARD	
Requirement	Date Achieved
Outdoors / Activity	
Venturing Explained	
Personal Commitment	
New Experience module	
Awarded	

OUTDOORS CORNERSTONE

BRONZE VENTURER AWARD	
Requirement	Date Achieved
Camp craft module	
Outdoor Skills	
Environment module	
Expedition (1 night)	
Awarded	

SILVER VENTURER AWARD	
Requirement	Date Achieved
Camp craft module	
Outdoor Skills revision	
Environment module	
Expedition (2 nights)	
Awarded	

GOLD VENTURER AWARD	
Requirement	Date Achieved
Camp craft module	
Outdoor Skills revised	
Environment module	
Expedition (3 nights)	
Awarded	

COMMUNITY CORNERSTONE

BRONZE VENTURER AWARD	
Requirement	Date Achieved
Helping others 10 hrs	
My Community module	
Emergency First Aid	
Our World/Country Module	
Awarded	

SILVER VENTURER AWARD	
Requirement	Date Achieved
Helping others 15 hrs	
My Community module	
Outdoor First Aid	
Our World/Country Module	
Awarded	

GOLD VENTURER AWARD	
Requirement	Date Achieved
Helping others 20 hrs	
My Community module	
Emergency Plan	
Our World/Country Module	
Awarded	

PERSONAL DEVELOPMENT CORNERSTONE

BRONZE VENTURER AWARD	
Requirement	Date Achieved
Physical 10 hrs	
Social / Life Skills module	
Personal Safety module	
Expression / Planning	
Discovery / New Skill	
Awarded	

SILVER VENTURER AWARD	
Requirement	Date Achieved
Physical 15 hours	
Social / Life Skills module	
Personal Safety module	
Expression module	
Discovery / New Skill	
Awarded	

GOLD VENTURER AWARD	
Requirement	Date Achieved
Physical 20 hrs	
Social / Life Skills module	
Personal Safety module	
Expression module	
Discovery / New Skill	
Awarded	

NEW EXPERIENCES CORNERSTONE

BRONZE VENTURER AWARD	
Requirement	Date Achieved
Venturer Velocity Course	
Special Event	
Awarded	

SILVER VENTURER AWARD	
Requirement	Date Achieved
Cooksey Leadership Course	
Special Event	
Awarded	

GOLD VENTURER AWARD	
Requirement	Date Achieved
Special Activity	
Special Event	
Awarded	

QUEEN'S SCOUT AWARD	
Requirement	Date Achieved
Scout Service Project	
5 Day Residential Project	
Future Endeavours	
Queen's Scout Panel	
Awarded	

