

Adventurous Journey

Venturer Scouts lead a **four-day, three-night** Adventurous Journey for their Queen's Scout Award.

Your Adventurous Journey is a way for you to get out, explore, and put in place the skills you have learned in Scouting. Your Adventurous Journey should occur **whilst working on Milestone 3**.

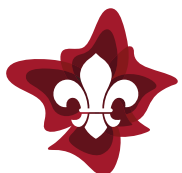
You should **consult with a skilled Mentor** about your Journey – this could be another Scout with Outdoor Adventure Skills Stage 7 or above in the relevant area, or an appropriately-skilled adult.

The Journey should be a **human-powered experience** such as bushwalking, cycling, kayaking, sailing, etc.

The journey itself will be undertaken by you and fellow Scouts and should not require attendance by any adults. Adults will, however, need to be aware of both your route and when you have completed your Journey.

As the leader of the Adventurous Journey, you will create a full plan and submit it to your Unit Council. They will then approve the plan and you will be able to lead your Journey.

Once your Journey is complete, you should make a presentation on it to your Unit Council.



**1st Balmain
Venturer Scouts**