

# Venturer Award



- INITIATIVE** = overnight course
- +**
- FIRST AID** = recognised First Aid course
- +**
- UNIT MANAGEMENT** = one day course + written report
- +**
- IDEALS** = min 10 hours completing three of the available tasks
- +**
- ENVIRONMENT** = min of 10 hours on an environment project + a 300 word report

## **+ any 2 of the following**

- OUTDOOR** = min 10 hours learning a physical activity (e.g. canoe course)
- min 10 hours improvement or appreciation of the arts = **EXPRESSION**
- LIFESTYLE** = min 10 hours in sport or fitness program over at least 2 months + host a discussion with your unit on good health
- min 10 hours completing four of the available tasks = **CITIZENSHIP**
- SERVICE** = min 10 hours service to another Scout section or another community organisation
- min 10 hours developing skills over at least 2 months = **PURSUIITS**
- VOCATIONS** = min 25 hours preparing a resume, sitting interviews + report on one of the suggested topics
- two day expedition (min 12 hours) = EXPEDITION**

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

# Queen's Scout Award



**LEADERSHIP**

= two day course and 6 months post course experience

**+**

**EXPEDITION**

= four day expedition (min 30 hours)

**OR**

**OUTDOOR**

= min 30 hours learning a physical activity

**+**

**IDEALS**

= min 30 hours completing four of the available tasks

**OR**

**EXPRESSION**

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

**OR**

**LIFESTYLE**

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

**OR**

**PURSUIITS**

= min 30 hours developing skills over approx 6 months

**+**

**ENVIRONMENT**

= min 30 hours completing five activities

**OR**

**SERVICE**

= min 30 hours of practical service and relevant training

**+ 6 remaining VA badges**