

# VENTURER SCOUT RECORD BOOK



SCOUTS AUSTRALIA



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# VENTURER SCOUT RECORD BOOK



**The Venturer Scout's  
Personal Record  
of Achievement**

*Individuals may choose to take either version of the Promise*

**THE SCOUT PROMISE**

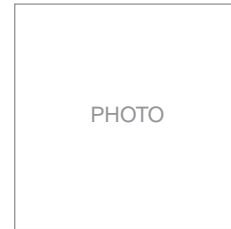
On my honour  
I promise that I will do my best  
To do my duty to my God, and  
To the Queen of Australia,  
To help other people, and  
To live by the Scout Law

**OR**

On my honour  
I promise that I will do my best  
To do my duty to my God, and  
To Australia,  
To help other people, and  
To live by the Scout Law

**THE SCOUT LAW**

- A Scout is trustworthy.
- A Scout is loyal.
- A Scout is helpful.
- A Scout is friendly.
- A Scout is cheerful.
- A Scout is considerate.
- A Scout is thrifty.
- A Scout is courageous.
- A Scout is respectful.
- A Scout cares for the environment.



Name .....

Address .....

.....

..... Postcode .....

Telephone .....

Date of Birth .....

Religion/Belief .....

Registration No .....

Date of Investiture.....

Venturer Scout Unit.....

District/Zone .....

Area/Region .....

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## VENTURER SCOUT LINK BADGE

### Fundamentals and Operations

1. Participate in 3 Venturer Scout meetings/activities (at least one of these is to be outdoors)
2. During talks with the Venturer Scout Leaders
  - Know, show an understanding of and be prepared to accept the Scout Promise and Law
  - Get to know other Venturer Scouts and Venturer Scout Leaders
  - Be accepted by the Venturer Scout Unit

### Scouting Skills and Award Scheme

The Venturing Skills Award **may** be commenced during the Link process.

The recognition of current competency process should be applied to recognise a Scout's achievements - in some instances it may be necessary/desirable to ask the Youth Member to demonstrate these skills at an appropriate time.



## MEMBERSHIP QUALIFICATIONS

To be invested as a Venturer Scout, the prospective member shall satisfy the following Membership qualifications.

1. Know, show an understanding of, and be prepared to accept, the Scout Promise and Law.
2. Participate in at least three unit Activities or meetings (at least one of which shall be outdoors).
3. Be accepted by the unit.

## MEMBERSHIP or LINK BADGE QUALIFICATIONS

| Date                | Signature (VSL or Unit Chairman) |
|---------------------|----------------------------------|
| 1. ....             | .....                            |
| 2. ....             | .....                            |
| .....               | .....                            |
| .....               | .....                            |
| .....               | .....                            |
| .....               | .....                            |
| .....               | .....                            |
| .....               | .....                            |
| .....               | .....                            |
| 3. ....             | .....                            |
| Date of Investiture | .....                            |

## THE AWARD SCHEME

The aim of the award scheme is to widen your interests and knowledge. Its rationale is based on the Aim and Methods of Scouting allowing for fun, variety, personal choice and to assist in planning for a balanced program.

It is a system to encourage you to have a go at a wide range of activities, which will challenge you. It may have some parts that you will not want to do at the time but will be glad that you have done when you look back.

*The Queen's Scout Award* has an outstanding status within Scouting and the community. Consequently, the activities and the standards are designed to be inspiring and challenging.

*The Venturing Skills Award* includes necessary Scouting skills for preparation of, and participation in, a basic hike. This is to help you to get to know your Unit.

## QUEEN'S SCOUT AWARD

The Queen's Scout Award is made on the recommendation of the District Commissioner to Venturer Scouts who have demonstrated the character requirements and completed the technical requirements for the Award, and who are, in the opinion of the District Commissioner, worthy of receiving the Award.

### Technical Requirements

The technical requirements are listed on page 19 of this Record Book.

### Character Requirements

The Queen's Scout Award is recognised by the community at large to be a worthwhile achievement and the Royal Certificate is presented to the Venturer Scout by a representative of the Queen. The main point is that the Venturer Scout is recognised as being of good character and a worthy member of the Scout Movement.

The first stage of the approval process for a potential Queen's Scout is by the Unit Council. This is a two-fold decision. Has the Venturer Scout reached an acceptable standard of the Award

Scheme, and has the Venturer Scout demonstrated that they are practising the Scout Promise and Law in everyday life?

All Units should be fully aware of this important step in the Queen's Scout Award and should consider their responsibilities in this matter by monitoring the progress of all potential Queen's Scouts and evaluate their character requirements at least 12 months before the completion of the Award.

## THE QUEEN'S SCOUT AWARD

- Comprises 4 separate awards.

**Adventurous Activity Award** - Challenges you in initiative, expeditions and outdoor activities.

**Community Involvement Award** - Involves you in citizenship, environment, first aid and service activities.

**Leadership Development Award** - Teaches you skills useful for your future, by involving you in Unit management and leadership courses.

**Personal Growth Award** - Gives you the opportunity to find out a great deal about yourself through expression, ideals, lifestyle and pursuits.

You will also discover new career opportunities. First aid skills are also necessary for adventurous activities.

You can choose from an immense array of activities to satisfy the requirements of all the Awards. Some of these activities can be included in your Unit's program.

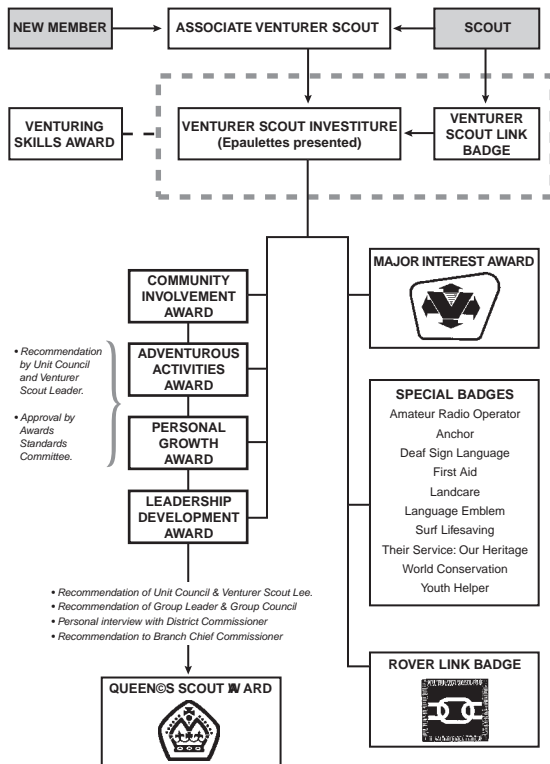
In gaining the Queen's Scout Award, you will not only experience some great times and have fun but will also develop new skills of lasting value.

## OTHER BADGES

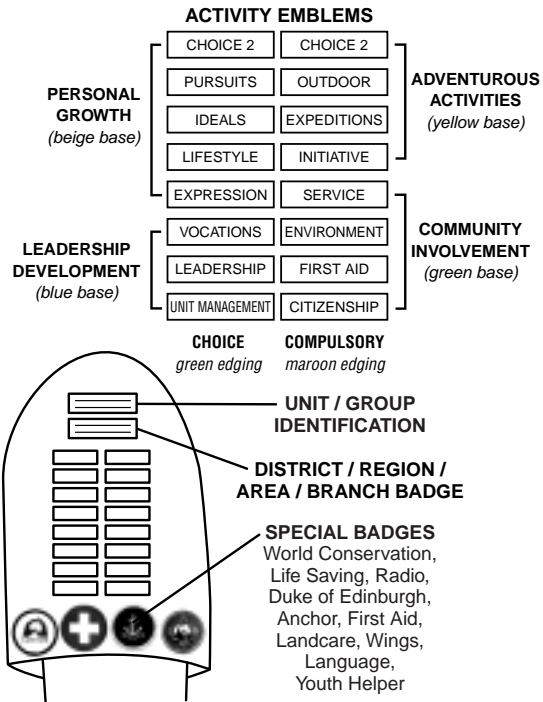
These can be found in the back of the passport and include Major Interest Award, First Aid Badge, World Conservation Badge, Deaf Sign Language Emblem, Landcare Badge etc.

**The challenge is there for you - will you take it?**

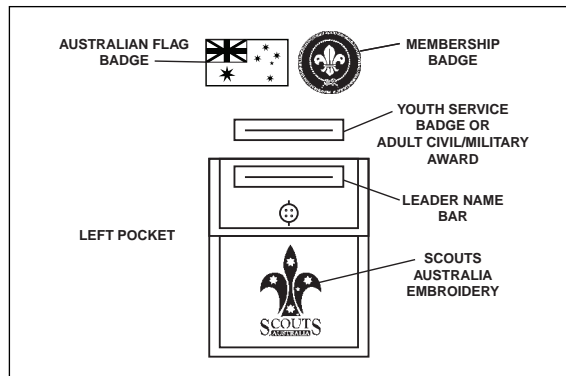
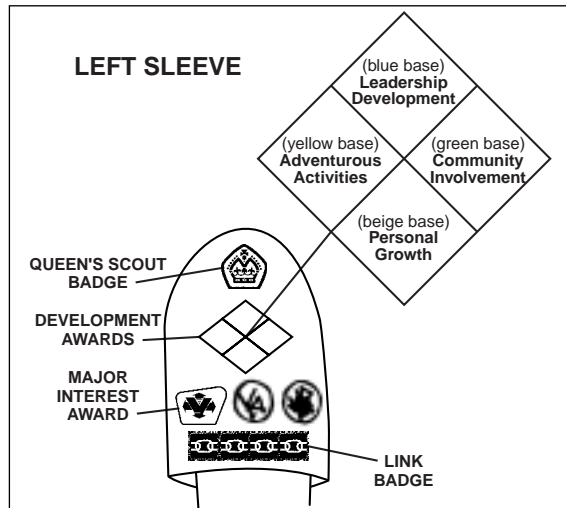
## VENTURER SCOUT AWARD SCHEME



## RIGHT SLEEVE



## LEFT SLEEVE





## **VENTURING SKILLS AWARD**

To qualify for the Venturing Skills Award, Venturer Scouts shall complete parts a, b, c and d:

### **a) Bushwalking**

Prior to participating in, and completing a two-day bushwalking expedition, demonstrate the following:

1. The correct equipment to be taken and how it should be packed, including clothing, footwear, sleeping gear, food and water containers and wet and dry gear.
2. How to pitch and strike a tent and fly. Explain factors in choosing a tent site, and the correct care of a tent, fly, poles and pegs during the journey and on return home.
3. The planning of a menu, including quantities, for the expedition. Using lightweight hike cooking methods, cook a sustaining well balanced meal. Knowledge of minimal impact techniques including the correct method of rubbish disposal and camp hygiene.
4. Knowledge of fire precautions and restrictions and the correct way to extinguish a fire. Demonstrate the correct use and care of a lightweight stove, and how to light a fire in adverse conditions.

5. How to tie, and show the practical use of, four knots or rescue devices chosen by the Unit from the Unit's activities.
6. How to read a map and orient it by both compass and visible features.

Be assessed in the above skills by the Expedition Leader.

### **b) First Aid**

(To be completed before bushwalking expedition)

1. Be able to explain the major principles of casualty treatment.
2. Demonstrate two of the following:
  - i) treatment of hypothermia and hyperthermia
  - ii) treatment of major bleeding
  - iii) C.P.R.

### **c) Award Scheme**

Be able to explain the Award Scheme and list those activities which the Venturer Scout may choose to undertake to achieve the Queen's Scout Award.

### **d) Approval of Unit Council on completion.**

## VENTURING SKILLS AWARD

| <b>a) Bushwalking</b><br>(Prior to Expedition) | Date  | Signature<br>(VL or Unit Chairman) |
|--|-------|------------------------------------|
| 1. Equipment                                   | ..... | .....                              |
| 2. Tent  | ..... | .....                              |
| 3. Menu & Cooking                              | ..... | .....                              |
| 4. Fire & Stoves                               | ..... | .....                              |
| 5. Minimal impact                              | ..... | .....                              |
| 6. Knots                                       | ..... | .....                              |
| 7. Maps and Compass                            | ..... | .....                              |
| Participation in Expedition                    | ..... | .....                              |
| <br>   |       |                                    |
| <b>b) First Aid</b><br>(Prior to Expedition)   |       |                                    |
| 1. Casualty Treatment                          | ..... | .....                              |
| 2. Demonstrate                                 | ..... | .....                              |
| <br>   |       |                                    |
| <b>c) Award Scheme</b>                         | ..... | .....                              |
| <b>d) Unit Council Approval</b>                | ..... | .....                              |
| <b>Award Presented</b>                         | ..... | .....                              |

## QUEEN'S SCOUT CERTIFICATE SAMPLE



## INTRODUCTION TO QUEEN'S SCOUT AWARD

To achieve this award, you must be able to:

- Set a goal
- Plan your progress to that goal
- Organise yourself and others
- Maintain the determination to complete the task while overcoming setbacks and difficulties.

**Aim high!** The Queen's Scout Award is a Scouting award that is recognised and valued in the community. A high personal standard is the only way to maintain this recognition and the standing of Queen's/King's Scouts of the past. You alone will know if you deserve this recognition.



## QUEEN'S SCOUT AWARD

Requirements

1. Be a Venturer Scout.
2. Earn the Venturing Skills Award.
3. Complete the requirements in the four Award Areas:  
(These may be worked on simultaneously)
  - Adventurous Activities
  - Community Involvement
  - Leadership Development
  - Personal Growth
4. Be recommended by the Unit Council and the Venturer Scout Leader.
5. Be recommended by the Group Leader on behalf of the Group Council.
6. Have a personal interview with the District Commissioner or equivalent.
7. Upon successfully completing requirements 1-6, your District Commissioner (or delegate) will recommend to the Branch Chief Commissioner that the Queen's Scout Award be presented.

## QUEEN'S SCOUT AWARD

|                                    | <i>Date of Presentation</i> |
|------------------------------------|-----------------------------|
| Invested as a Venturer Scout ..... | .....                       |
| Venturing Skills Award .....       | .....                       |
| Adventurous Activities Award ..... | .....                       |
| Community Involvement Award .....  | .....                       |
| Leadership Development Award ..... | .....                       |
| Personal Growth Award .....        | .....                       |

|                                  | <i>Signature</i> | <i>Date</i> |
|----------------------------------|------------------|-------------|
| Unit Council .....               | .....            | .....       |
| Venturer Scout Leader .....      | .....            | .....       |
| Group Leader/Group Council ..... | .....            | .....       |
| District/Region VSL .....        | .....            | .....       |
| <i>(if applicable)</i>           |                  |             |
| Awards Standards Committee ..... | .....            | .....       |
| District Commissioner .....      | .....            | .....       |

### Queen's Scout Badge Presented

.....  
*Date*

### Certificate Presented

.....  
*Date*

## FINDING AN EXAMINER

Only in exceptional circumstances, may your Leader/s be your examiner.

Part of the challenge of these awards is finding examiners.

### Where do they come from?

- Your Venturer Scout Leader may know someone.
- Awards Standards Committees (ASC) and other Units often have lists of examiners.
- Specialist organisations who can also provide training and information.
- Group/District database of parent's occupations and hobbies.
- Permanent examiners exist in some Districts for specialised fields e.g. expeditions, first aid, abseiling.
- Branch Course Leaders
- Clubs, service organisations and Rover Crews.

### AWARD STANDARDS COMMITTEE (ASC)

In each State/Branch this is the responsibility of the Venturer Council.

It is normally delegated via the Region/Zone Councils to the District Venturer Councils, and in some instances to the Unit Council (for the Level 1 activities etc).

Examiners have to have the approval of the ASC and the Unit Council. This safeguards everyone's interests.

There is obviously a need to be sure that the examiner is competent in the field, has the necessary skills and understanding of the activity areas and how the chosen activity forms part of the overall Award Scheme. Liaison with the Venturer Scout Leader will help to ensure that a realistic standard is set.

Before any activity commences, make sure you have:

- Found your examiner
- Unit Council approval
- ASC approval (where necessary)
- Set your goals
- Satisfied any other requirements
- Completed the proposal form, obtained signatures etc. (remember to get your Passport signed)



## ADVENTUROUS ACTIVITIES AWARD

There are four Activities to complete in the *Adventurous Activities Award*.

The achievement time expected is a minimum of 62 hours.

The order of achievement of Activities 1-3 is not important.

### Activities

1. Participate fully in an overnight Initiative Activity.  
*Minimum 10 hours*
2. Complete - Expeditions 1. *Minimum 12 hours*
3. Complete - Outdoor 1. *Minimum 10 hours*

### **AND ONE OF THE FOLLOWING**

4. Complete - Expeditions 2. *Minimum 30 hours.*  
*(Expeditions 1 must be done before Expeditions 2).*

### **OR**

5. Complete - Outdoor 2 . *Minimum 30 hours*  
*(Outdoor 2 may only be done before Outdoor 1 if the activities are significantly different)*
6. Recommendation of Unit Council and Venturer Scout Leader.
7. Approval of the Awards Standards Committee.

## ADVENTUROUS ACTIVITIES AWARD

*Date*

1. Participate in an Initiative Activity .....

Initiative Tape presented .....

2. Expeditions 1 Completed .....

Expeditions 1 Tape presented .....

3. Outdoor 1 Completed .....

Outdoor 1 Tape presented .....

4. Expeditions 2 completed .....

Expeditions 2 Tape presented .....

5. Outdoors 2 completed .....

Outdoor 2 Tape presented .....

6. Recommended by Unit Council .....

.....  
*(Signature)* *(Date)*

and Venturer Scout Leader

.....  
*(Signature)* *(Date)*

7. Approval by A.S.C. ....

.....  
*(ASC Signature)* *(Date)*

### 8. Adventurous Activities Award presented

.....  
*(Date)*

## A.A.1 - INITIATIVE

*(Minimum 10 hours)*

Participate in an overnight Initiative Activity (set according to the Branch/Area/Region guidelines) which must include a journey on foot, over country unfamiliar to the Venturer Scout.

*The team should consist of five or six members. (Five members are considered to be a safe party).*

The activity must include at least five, 'incidents', such as; first aid, rescues, compass work, night work, decoding and water incidents. The incidents must be designed so as to occupy the entire team in a challenging activity. The journey should be the equivalent of eight to ten kilometres over challenging terrain. A knowledge of map and compass work is necessary to enable the Venturer Scout to complete the journey successfully.

*Each Venturer Scout is required to participate fully in the planning and execution of each incident to qualify for completion of this activity. As such, Venturer Scouts must be assessed individually as to their performance in the team.*

Initiative in Venturer Scout language is a self-starting power, an ability to get up and go without being told what to do. It requires resourcefulness, working out what the problem is, figuring out the best way to tackle it, then going ahead.

An Initiative Activity is designed to enable Venturer Scouts to develop, practise and test their initiative and should be a definite test of planning, organising, initiative, self-reliance and determination.

## INITIATIVE

Date of Activity.....

Location.....

Type of incident activities.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

Satisfactory Completion of Activity

.....

*(Examiner's Signature)*

*(Date)*

Examiner's Qualifications

.....

.....

---

Activity Completed:

Unit Council Approval:

.....

*(Unit Councillors Signature)*

*(Date)*

## A.A.2 - EXPEDITIONS 1

*12 hours minimum (ASC Approved Examiner Required)*

### Scope

*Encourage the development of a spirit of outdoor adventure and a sense of determination, through participation by a small group in a well-planned expedition, having previously completed appropriate training.*

Undertake an Expedition of at least two days (one night out):

- Walk 6-8 hours per day in unfamiliar and challenging country.

OR

- Cycle 6-8 hours over unfamiliar and challenging country.

OR

- Canoe at least 6-8 hours per day on a river of Grade 1 / Grade 2 standards, or on a lake, or on coastal waters.

OR

- Other such journey (e.g. horse trail riding or cross country skiing on mapped trails), constituting equivalent effort required for the above.

### Notes relating to Expeditions

#### *Examiners*

The Examiner must be approved, **prior** to the expedition by the Awards Standards Committee or D.V.S.C., D.V.S.L. or Venturer Scout Co-ordinator or, if none exists, by the DC The Examiner must be able to assess the route to be travelled, having regard to the terrain, route conditions and possible weather conditions during the expedition.

The Examiner must be satisfied that the equipment knowledge and skills of all members of the party are adequate for the safe completion of the expedition.

#### *General Conditions*

The expedition may be by foot, cycle, horseback, canoe, boat or other means approved by the Unit Council in consultation with Examiner. The party shall comprise **five or six** young people of Venturer Scout age only.

Leaders or other adults may support the expedition but not participate in it.

Adequate prior training is essential.

The trip is to be planned by the candidates who must demonstrate adequate training and preparation prior to departure.

All goods and necessary equipment are to be carried by the party.

The journey should be planned to constitute the equivalent of six to eight hours per day of reasonable walking effort<sup>1</sup>. The terrain must be unfamiliar and the route must substantially be intended for the expedition method chosen (e.g. walking tracks rather than roads for a bushwalking expedition).

A pre-planning checklist including details of proposed objectives, food and equipment to be carried, proposed route (and emergency escape routes) map and training undertaken must be presented prior to departure.

---

<sup>1</sup>This relates to the community competency standards e.g. NORLD/ORCA Standards.

The Examiner must approve the prior training undertaken and take into account the competence and experience of the party.

Training must be undertaken and approved by the Examiner in:

- i) Applicable first aid, including C.P.R., avoidance and treatment of hypothermia and bleeding control.
- ii) Safety and emergency procedures including the selection of escape routes, e.g. notification of relevant authorities as applicable.
- iii) Navigation by map alone or by map and compass of a standard appropriate to the expedition undertaken.
- iv) Campcraft including the selection and use of equipment, selection and preparation of food suitable for the expedition.
- v) Skills related to the type of expedition e.g. canoeing, horse management, etc. Special skills where necessary e.g. snow survival, river crossing, etc.
- vi) Understanding minimal impact bushwalking principles, where appropriate.

As soon as possible after returning, each Award Scheme candidate is to report to the Examiner, preferably in writing, on the expedition. The report should critically evaluate the planning and conduct of the expedition and cover subjects such as food, equipment and route plus any other requirements nominated in advance.

## EXPEDITIONS 1 PLANNING AND TRAINING

Type of Expedition (Walk, Canoe, etc)

.....

|  | <i>Date</i> | <i>Signature</i> |
|--|-------------|------------------|
| Proposed Objectives                                  | .....       | .....            |
| Food List  | .....       | .....            |
| Equipment List                                       | .....       | .....            |
| First Aid  | .....       | .....            |
| Safety Precautions                                   | .....       | .....            |
| Navigation Skills                                    | .....       | .....            |
| Route Planning                                       | .....       | .....            |
| Campcraft  | .....       | .....            |
| Special Skills Applicable                            | .....       | .....            |
| Minimal Impact                                       | .....       | .....            |
| Other  | .....       | .....            |
| <br>Certificate of<br>Competence<br>(if appropriate) | <br>.....   | <br>.....        |

## ASSESSMENT

Each candidate will be assessed in the following:

- preliminary training and planning, including the pre planning checklist
- the expedition, including leadership and management
- follow-up report which should emphasise the evaluation of the original planning details against the expedition experience and report on possible improvements.

*NOTE: The Awards Standards Committee approves the Examiner. The Venturer Scout completes the required preparation and planning. Venturer Scouts cannot commence any activity until the agreed objectives form (or equivalent) has been signed by the Examiner and approved by the Unit Council.*

During this period of time the Unit representation to the Awards Standards Committee will report the Unit Council's approval for a Venturer Scout to commence a particular activity.

Please refer to the Venturer Scout Award Scheme book for further information.

## EXPEDITIONS 1

Expedition Details

Location ..... Dates .....

.....  
.....  
.....  
.....  
.....  
.....  
.....  
.....  
.....  
.....  
.....

Satisfactory Completion

.....  
(Examiner's Signature) (Date)

Examiner's Qualifications

.....  
.....  
.....

Activity Completed:

Unit Council Approval:

.....  
(Unit Councillors Signature) (Date)

## A.A.3 - OUTDOOR 1

10 hours Minimum (ASC Approved Examiner Required)

### Scope

*Encourage Venturer Scouts to develop existing interests or to undertake new recreational activities. The physical activity may be a hobby or something entirely new and may be followed individually or with a group.*

Undertake an outdoor activity and understand the rules/safety standards and skills involved in the activity.

It is expected that it will take a Venturer Scout a minimum of ten hours over a two month period to complete this Activity.

There are many possible relevant interest activities that could be taken up and some common examples are given below.

- |                 |                   |
|-----------------|-------------------|
| Canoeing        | Canoe Polo        |
| Snow touring    | Fencing           |
| Bicycle touring | Archery           |
| Caving          | Underwater hockey |
| Sailing         | Water Skiing      |
| Rock climbing   | Horseback touring |
| Scuba diving    | Parachuting       |
| Gliding         |                   |

Or any other activity approved by Unit Council.

## OUTDOOR 1

Type of Activity .....  
Starting Date of Activity .....  
Rules/ Safety Standards .....  
Skills Knowledge.....  
Summary of Achievement.....

.....  
.....  
.....  
.....  
.....  
.....  
.....

Satisfactory Completion

.....  
(Examiner's Signature) (Date)

Examiner's Qualifications

.....  
.....

Activity Completed:

Unit Council Approval:

.....  
(Unit Councillors Signature) (Date)

## A.A.4 - EXPEDITIONS 2

30 hours Minimum (ASC Approved Examiner Required)

### Scope

*Encourage the development of a spirit of outdoor adventure and a sense of determination, by taking a leading role of a small group in a well-planned expedition, having previously completed appropriate training and Expeditions 1.*

Undertake an Expedition of at least four days (three nights out):

- Walk 6-8 hours per day over unfamiliar and challenging country.

OR

- Cycle 6-8 hours per day over unfamiliar and challenging country.

OR

- Canoe 6-8 hours per day on a river at Grade 1-Grade 2 standard, or on a lake, or on coastal waters.

OR

- Other such journey (e.g. horse trail riding or cross country skiing on mapped trails) constituting equivalent effort required for the above.

*NOTE: Approval of the proposed journey and qualification is conditional upon prior training and having previously completed Expeditions 1.*

*NOTE: The maximum number of candidates for Expeditions 2 shall not exceed half the party. Other party members may undertake expedition as required for Expeditions 1.*

*NOTE: Refer to previous notes for Expedition 1 on pages 27-32*



## A.A.5 - OUTDOOR 2

30 hours minimum (ASC Approved Examiner Required)

### Scope

*Encourage Venturer Scouts to develop existing interests or to undertake new recreational activities. The activity may be a hobby or something entirely new and may be followed individually or with a group.*

Undertake an outdoor activity and understand the rules/safety standards and skills involved in the activity.

It is expected that it will take a Venturer Scout a minimum of thirty hours over a six month period to complete this Activity.

There are many possible activities that could be taken up and some common examples are given in Outdoor 1 - see page 33

*Note: Outdoor 2 may only be done before Outdoor 1 if the activities are significantly different.*

## OUTDOOR 2

Type of Activity .....  
Starting Date of Activity .....  
Rules/ Safety Standards .....  
Skills Knowledge.....  
Summary of Achievement.....  
.....  
.....  
.....  
.....  
.....

### Satisfactory Completion

..... (Examiner's Signature) ..... (Date)

### Examiner's Qualifications

.....  
.....  
.....

Activity Completed:  
Unit Council Approval:

..... (Unit Councillors Signature) ..... (Date)

### ASC Approval

..... (ASC Signature) ..... (Date)



## COMMUNITY INVOLVEMENT AWARD

There are four Activity Areas in *Community Involvement Award*.

The expected achievement time is a minimum of 70 hours.

The order of achievement of Items 1- 4 is not important.

### Activities

1. Complete - Citizenship  
*Minimum 10 hours over a two month period.*
2. Complete - Environment  
*Minimum 20 hours over a four month period.*
3. Complete - First Aid  
*Minimum 10 hours training.*
4. Complete - Service  
*Minimum 30 hours over six months.*



5. Recommendation of Unit Council and Venturer Scout Leader.
6. Approval of the Awards Standards Committee.

## COMMUNITY INVOLVEMENT AWARD

*Date*

1. Citizenship Completed .....  
Citizenship Tape presented .....
2. Environment Completed .....  
Environment Tape presented .....
3. First Aid Completed .....  
First Aid Tape presented .....
4. Service Completed .....  
Service Tape presented .....



5. Recommended by Unit Council  
.....  
*(Signature)* *(Date)*  
and Venturer Scout Leader  
.....  
*(Signature)* *(Date)*
6. Approval by A.S.C.  
.....  
*(ASC Signature)* *(Date)*

### Community Involvement Award presented

.....  
*(Signature)* *(Date)*

## C.I.1 - CITIZENSHIP

10 hours minimum (Unit Council Approval)

### Scope

An active examination of some aspects of community affairs, enabling Venturer Scouts to understand their involvement in community life, each to be of approximately 2.5 hours duration.

Do any *four* of the following:

1. Make an arranged visit to one community institution or organisation, either alone or with a group of young people and report to the Unit on how it is organised and what it does. Typical examples would be: local council, police station, local hospital, fire service, water supply, garbage or sewage disposal.
2. Attend a meeting of a Local Council Progress Association or a Court of Law in session and report to the Unit on the issues covered.
3. Prepare and deliver to the Unit an effective five-minute talk on a subject important to the Unit.
4. Contact, or visit and report on, a Venturer Scout in another State or overseas and exchange at least three letters from each person discussing aspects of local community life and your personal involvement.
5. Report on the principles and platforms of at least two current political parties. Describe the electoral procedures and names and backgrounds of local members of Local, State and Federal Government.

*Continued page 44*

## CITIZENSHIP

Activity Chosen .....  
.....Starting Date.....  
Details of Progress .....  
.....  
.....  
.....

Satisfactory Completion .....  
(Examiner's Signature) (Date)

Examiner's Qualifications  
.....

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Activity Chosen .....  
.....Starting Date.....  
Details of Progress .....  
.....  
.....  
.....

Satisfactory Completion .....  
(Examiner's Signature) (Date)

Examiner's Qualifications  
.....

6. Contact or visit at least two youth service organisations operating in the local community. Typical examples are community youth support scheme, drug and alcohol counselling services, personal emergency services, accommodation service, policy - community programs, school welfare officer, local municipal welfare and counselling services and youth workers. Give an interesting account to the Unit of the service and facilities.

7. Any other type of citizenship activity of an equivalent standard to those above approved by the Unit Council.

Proposed Activity #7:

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Unit Council Approval of Activity #7

..... (Signature) ..... (Date)

### CITIZENSHIP

Activity Chosen .....  
..... Starting Date.....

Details of Progress .....  
.....  
.....  
.....

Satisfactory Completion .....  
(Examiner's Signature) (Date)

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Activity Chosen .....  
..... Starting Date.....

Details of Progress .....  
.....  
.....  
.....

Satisfactory Completion .....  
(Examiner's Signature) (Date)

---

Activity Completed:

Unit Council Approval:

..... (Unit Councillors Signature) ..... (Date)

## C.1.2 - ENVIRONMENT

20 hours minimum (ASC Approved Examiner Required)

### Scope

Encourage Venturer Scouts to become more aware of the natural and man-made environment, and to consider the effects of environmental changes on the quality of life.

1. Take a leading part in organising, and carrying out a practical environmental project requiring at least 20 hours of effort (which may be concentrated into intensive weekends or spread over longer periods).

The project should be pursued in a specified locality or localities and must involve at least *four* of the list (a-k) given below. An illustrated account of the project must be presented to the Venturer Scout Unit or Scout Troop.

- a) use of specific land-types (e.g. alpine coastal, rainforests, urban)
- b) vegetation species
- c) fauna species
- d) soil conservation
- e) natural or artificial waterways
- f) influence of natural climate or weather
- g) influence of, and on, mankind
- h) involvement of Government
- i) involvement of commercial interests
- j) involvement of conservation organisations
- k) local history or historic sites

(Continued on page 48)

## ENVIRONMENT

Type of Project .....

.....

.....

Location.....

Starting Date .....

Items Covered by Project.....

.....

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(Continued on page 49)

The project should be defined in advance with an appropriate adviser or examiner (e.g. staff or volunteers from National Parks, Forestry, conservation or heritage organisations) who should outline the following:

- i) aim and usefulness of the project
- ii) background research required
- iii) practical fieldwork, observations and recording proposed.

## ENVIRONMENT

Satisfactory Completion of Activity:

.....  
*(Examiner's Signature)* *(Date)*

Examiner's Qualifications.....  
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.....  
.....  
.....

Presentation to Unit or Troop.....  
*(Date)*

Signature..... Date.....

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Activity Completed:  
Unit Council Approval:

.....  
*(Unit Councillors Signature)* *(Date)*

ASC Approval

.....  
*(ASC Signature)* *(Date)*

### C.I.3 - FIRST AID

*(ASC Approved Examiner Required)*

#### Scope

*Actively participate in, and complete, a recognised First Aid course.*

1. Undergo recognised basic training in First Aid and Emergencies, equivalent to Level 1 First Aid.
2. Achievement time should be at least 10 hours.
3. This training is additional to that required for the Venturing Skills Award.

(See page 95 for First Aid Badge)

### FIRST AID

Basic Training undertaken with .....

.....

.....

.....

.....

Date Commenced

.....

Date Completed

.....

Certificate No:.....

Satisfactory Completion of Activity:

..... (Date)

*(Examiner's Signature or Certificate sighted)* *(Date)*

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Activity Completed:

Unit Council Approval:

..... (Date)

*(Unit Councillors Signature)* *(Date)*

## C.I.4 - SERVICE

30 hours minimum

### Scope

Introduce Venturer Scouts to the needs of people in the community and to ways in which some of these are met.

Undertake *either* of the two alternatives below:

### Alternative 1

#### 1. (Unit Council Approval)

Carry out at least 10 hours of practical service to the Scouting Movement over a two month period. Service shall be given outside the Venturer Scout's own Unit and shall be additional to that normally expected of a Member of the Movement.

### AND

#### 2. (ASC Approved Examiner Required)

Carry out one of the following:

- a) Take a leading role in organising and participating in a significant community service project which may be carried out during a concentrated period or periods totalling 20 hours; any training necessary for the project should also be undertaken during this period. For this activity, projects of an international, national or community nature are equally valid.
- b) Become an active, regular member of a recognised emergency service (e.g. St. John, State Emergency Service, Bushfire Brigade), for a period of at least 20 hours over a four month period. Undertake appropriate training during this period.

*(Continued on page 54)*

## SERVICE

(10 hour minimum component)

Alternative..... Part.....

Service Activity Chosen.....

Starting Date .....

Details of Service and any appropriate training.....

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.....

Satisfactory Completion of Activity:

.....

*(Examiner's Signature)*

*(Date)*

Examiner's Qualifications.....

Activity Completed:

Unit Council Approval:

.....

*(Unit Councillors Signature)*

*(Date)*

- c) Assist with the running of another youth organisation on a regular basis for at least 20 hours over a four month period. During this period the Venturer Scout must undergo any necessary training.

**OR**

**Alternative 2**

1. *(Unit Council Approval required)*

Carry out at least 10 hours of practical service to the community over a two month period. Service projects may take many forms:

- a) Venturer Scouts may help to organise the community for a common purpose.
- b) Venturer Scouts may work with the community to identify needs, select a project and then implement it.
- c) Venturer Scouts may work for the community with some limited community involvement. Venturer Scouts may help disadvantaged groups.

The Service may be undertaken as an individual, with other Venturer Scouts, or in conjunction with other community organisations

**AND**

2. *(ASC Approved Examiner Required)*

Assist with the running of a Joey Scout Mob, Cub Scout Pack or Scout Troop on a regular basis for at least 20 hours over a four month period. During this period the Venturer Scout must undergo some in-service training.

**SERVICE**

*(20 hour minimum component)*

Alternative..... Part.....  
 Service Activity Chosen.....  
 Starting Date .....  
 Details of Service and any appropriate training.....

.....  
 .....  
 .....  
 .....  
 .....  
 .....  
 .....  
 .....  
 .....  
 .....

Satisfactory Completion of Activity:

..... (Examiner's Signature) ..... (Date)

Examiner's Qualifications.....

Activity Completed:  
 Unit Council Approval:

..... (Unit Councillors Signature) ..... (Date)

ASC Approval

..... (ASC Signature) ..... (Date)



## LEADERSHIP DEVELOPMENT AWARD

There are three Activities to be completed in the *Leadership Development Award*.

The expected achievement time is a minimum of 63 hours.

### Leadership Development Award Requirements

#### Activities:

1. Complete - Unit Management.  
8 hour course plus a minimum 4 hours research and application.
2. Complete – Leadership.  
16 hours course plus a minimum 10 hours application over 6 months.
3. Complete - Vocations.  
Minimum 25 hours.



4. Recommendation of Unit Council and Venturer Scout Leader.
5. Approval of the Awards Standards Committee.

## LEADERSHIP DEVELOPMENT AWARD

*Date*

1. Unit Management Completed .....  
Unit Management Tape Presented .....
2. Leadership Completed .....  
Leadership Tape Presented .....
3. Vocations Completed .....  
Vocations Tape Presented .....



4. Recommended by Unit Council  
.....  
(Signature) (Date)  
and Venturer Scout Leader  
.....  
(Signature) (Date)
5. Approved by the A.S.C  
.....  
(Signature) (Date)

### Leadership Development Award presented

.....  
(Signature) (Date)

## L.D.1 - UNIT MANAGEMENT

8 hour course plus a minimum 4 hours research and application

### Scope

Participate in an 8 hour course covering topics such as roles and responsibilities of leaders and Unit Council, planning, organisation management.

1. Participate in a nationally-developed Unit Management Course which is delivered by each Branch. The Course provides skills for Venturer Scouts, including Unit Council Members, to aid the effective working of the Unit and Unit Council.
2. Following the course, undertake research and prepare a written report on the application of management and leadership principles of one of the following:
  - a) A government organisation (Local Council, State Department)

### OR

- b) A non-government organisation (Charity - e.g. Lifeline; Service organisation - e.g. Apex, Rotary)

### OR

- c) A trade union or professional society.

The key areas to be focused on are:

Aim; Principles; Objectives; Structure; Accountability; Funding; Election and Appointment Procedure of officials.

*(This section will take approximately four hours)*

3. Apply these skills in your Unit.

## UNIT MANAGEMENT

1. Course held at .....  
Date of Course .....  
Course Leader .....

2. Organisation Selected.....  
Topic of Discussion/Report.....  
.....

Satisfactory Completion of Activity:

.....  
(Examiner's Signature) (Date)

Examiner's Qualifications.....  
\_\_\_\_\_

3. Satisfactory Completion of Activity:

Unit Council Approval:

.....  
(Unit Councillors Signature) (Date)

Activity Completed:

Unit Council Approval:

.....  
(Unit Councillors Signature) (Date)

## L.D.2 - LEADERSHIP

16 hour course plus a minimum 10 hours application over 6 months.

### Scope

Participate in a practical and theoretical course (approximately 16 hours), covering aspects of leadership such as planning, organisation, decision making, communication, delegation and co-operation.

1. Participate in a nationally developed Leadership Course which is managed at Branch level.

Choose *one* of the following:

2. After completing the Leadership Course, demonstrate application of management and leadership by doing one of the following:

- a) Be a member of the Unit Council for a term of six months either as an elected or co-opted member.

### OR

- b) Serve as an active member on a committee at school, for a sporting organisation, church or other community group for a period of no less than six months.

### OR

- c) Act as Leader of a significant Unit, school or external organisation activity involving no fewer than four persons of Venturer Scout age e.g. Unit activity (other than Expeditions); Public Relations exercise; fund-raising activity. The total planning and execution to be over a period of no less than six months.

*(This section will take approximately 10 hours).*

## LEADERSHIP

1. Course Held at .....
- Date of Course .....
- Course Leader.....  
(Signature)

- 
2. Area of Application Selected.....
  - Position Undertaken.....
  - Activities Undertaken.....
  - .....
  - .....

Satisfactory Completion of Activity:

.....  
(Examiner's Signature) (Date)

Examiner's Qualifications.....

---

Activity Completed:

Unit Council Approval:

.....  
(Unit Councillors Signature) (Date)

### L.D.3 - VOCATIONS

25 hours minimum (Unit Council approval required)

#### Scope

Encourage investigation of some aspects of employment opportunities enabling Venturer Scouts to better understand the roles and responsibilities in a range of vocations.

All Venturer Scouts *must* complete No. 1 and undertake one from either 2, 3 or 4.

1. Prepare a personal resume to present to, and discuss with, at least two employers. Where possible, one employer should be from a major business and the other a small local business. The resume should include a covering letter which would be relevant should a written application be required.

A request should be made to the interviewer to do a small comment report on the presentation of the interview held and then brought back to be discussed at Unit level.

2. Visit such places as a Careers Reference Centre, Commonwealth Employment Service, Local Employers and Government Departments and fully research three different vocations (a, b and c). Prepare a report and present it to the Unit outlining positions available, entry requirements, training available, pay, security, challenge and career path opportunities.

**OR**

*(Continued on page 64)*

### VOCATIONS

1.

Employer/Company/Business.....  
.....  
.....  
*(Signature)* *(Date)*

Employer/Company/Business.....  
.....  
.....  
*(Signature)* *(Date)*

Satisfactory Completion of Activity:

.....  
*(Signature of Unit Chairman)* *(Date)*

*(Continued on page 65)*





## PERSONAL GROWTH AWARD

There are five Activities to complete in the *Personal Growth Award*.

The expected time is a minimum of 70 hours.

### Personal Growth Award Requirements

The order of achievement of Activities is not important.

#### Activities:

1. Complete - Expression 1 – Minimum 10 hours
2. Complete - Lifestyle 1 - Minimum 10 hours
3. Complete - Ideals 1 - Minimum 10 hours
4. Complete - Pursuits 1 – Minimum 10 hours

#### **AND ONE OF THE FOLLOWING**

5. Complete - Expression 2

**OR**

6. Complete - Lifestyle 2

**OR**

7. Complete - Ideals 2

**OR**

8. Complete - Pursuits 2

A Level 2 activity may only be done before the corresponding Level 1 if the activity is significantly different.



9. Recommendation of the Unit Council and Venturer Scout Leader.

10. Approval of the Awards Standards Committee.

## PERSONAL GROWTH AWARD

*Date*

1. Expression 1 Completed .....  
Expression 1 Tape presented .....

2. Lifestyle 1 Completed .....  
Lifestyle 1 Tape presented .....

3. Ideals 1 Completed .....  
Ideals 1 Tape presented .....

4. Pursuits 1 Completed .....  
Pursuits 1 Tape presented .....

Level 2 Activity  
.....2 Completed .....  
.....2 Tape presented .....



5. Recommended by Unit Council .....  
and Venturer Scout Leader .....

6. Approval by A.S.C. ....

### Personal Growth Award presented

.....  
(Unit Councillors Signature) (Date)

## P.G.1 - EXPRESSION 1

10 hours minimum (ASC Approved Examiner Required)

### Scope

Provide for the development of an artistic appreciation through active participation.

Show an improvement or appreciation of an art form by completing one of the following:

1. Submit three works showing improvement (may be paintings, sculptures, written works, photography, video or movie making, musical composition, etc.)
2. Perform or take part in three performances of an artistic nature (may be music, theatre, public speaking, expressive dance, band, etc.)
3. Attend at least three performances or exhibitions or read at least three works of the chosen art form under the guidance of an Examiner and satisfy the examiner by discussion and exchange of views that an increase in understanding or appreciation of the art form has been achieved.
4. Other expressions, activities determined by the Unit Council, in consultation with the Examiner, to be of equivalent standard to those listed above.

**NOTE:** *Venturer Scouts with existing ability should be encouraged to attempt alternatives (1) or (2).*

## EXPRESSION 1

Activity Chosen .....

Starting Date .....

Details of Progress .....

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.....

Satisfactory Completion of Activity:

.....

*(Examiner's Signature)*

*(Date)*

Examiner's Qualifications.....

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Activity Completed:

Unit Council Approval:

.....

*(Unit Councillors Signature)*

*(Date)*

## P.G.2 - LIFESTYLE 1

10 Hours minimum (ASC Approved Examiner Required)

### Scope

Introduce Venturer Scouts to physical activities so that through participation they may show an increase in physical proficiency and general fitness over a period of time.

Do No.1 and one other as listed below

1. Collect suitable information regarding the effects of tobacco, alcohol and other addictive drugs on physical and mental health (or another aspect of maintaining and promoting health). Present the details in a discussion with the Unit or an Examiner.

Choose one of the following:

2. Participate regularly for at least 3 months in a recognised individual or team sport and show a defined improvement in proficiency.

3. Participate in a well balanced and recognised physical development program such as circuit training, organised aerobics, regular jogging or a swimming program for at least 3 months and show a defined improvement in performance.

4. Other fitness activities determined by the Unit Council, in consultation with the Examiner, to be of equivalent standard to those listed above.

## LIFESTYLE 1

Discussion and Presentation

.....  
(Signature) (Date)

Fitness Program or Sport Chosen .....

Starting Date .....

Relevant Sporting Body (if appropriate) .....

Summary of Improvement .....

.....

.....

.....

.....

.....

Satisfactory Completion of Activity:

.....  
(Examiner's Signature) (Date)

Examiner's Qualifications.....  
\_\_\_\_\_

Activity Completed:

Unit Council Approval:

.....  
(Unit Councillors Signature) (Date)

### P.G.3 - IDEALS 1

10 hours minimum (Unit Council approval)

#### Scope

Through an exploration of moral, social and religious customs and teachings to encourage Venturer Scouts to find out about themselves, better understand their relationships with other people, and to discover for themselves what is involved in their acceptance of the Promise and Law.

Do *three* of the following:

#### Activity No:

1. Participate in the detailed research, planning and delivery of a formal Unit debate on a topic that examines common beliefs or values.

Such topics may be:

- attitudes towards marriage, drugs, abortion, sanctity of life, absolute honesty, pacifism.
- equal opportunities for women, elderly people, people with disabilities.
- animal liberation, vandalism, community violence, land rights, unemployment, nuclear war, ethnic minorities, religious minorities.

2. Make contact with a voluntary community service organisation (e.g. benevolent society) and report on how it is organised and what needs it meets in the recipient and volunteer.

*(Continued on page 74)*

### IDEALS 1

Activity Chosen .....

Starting Date .....

Details of Progress .....

.....  
.....

Satisfactory Completion of Activity:

.....  
*(Examiner's Signature)* *(Date)*

Examiner's Qualifications.....

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Activity Chosen .....

Starting Date .....

Details of Progress .....

.....  
.....

Satisfactory Completion of Activity:

.....  
*(Examiner's Signature)* *(Date)*

Examiner's Qualifications.....

*(Continued on page 75)*

3. Attend the religious service of a cultural group different to your own and report on the important similarities and differences between the group's beliefs and your own.
4. Make contact with the clergy and lay members of a local church and investigate the organisation, role and effectiveness of the church in the local community.
5. Participate with two or three other young people in the planning and presentation of a 'Scout's Own' on a theme determined by the Group, using a variety of relevant and inspirational material in a significant setting.
6. Through active participation in a course of reading and discussion, develop an understanding of personal values and moral behaviour and how they can be related to the Scout Promise.
7. Other ideals activities determined by the Unit Council, in consultation with the Examiner, to be of equivalent standard as those listed above.

Proposed Activity:

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.....

.....

Unit Council Approval

.....

*(Unit Councillors Signature)*                      *(Date)*

## IDEALS 1

Activity Chosen .....

Starting Date .....

Details of Progress .....

.....

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Satisfactory Completion of Activity:

.....

*(Examiner's Signature)*

*(Date)*

Examiner's Qualifications.....

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Activity Completed:

Unit Council Approval:

.....

*(Unit Councillors Signature)*

*(Date)*



**P.G.5 - EXPRESSION 2**

*30 hours minimum (ASC Approved Examiner Required)*

**Scope**

*Provide for the development of an artistic appreciation through active participation.*

Develop an art form and display

**OR**

Perform in public. (Public shall not be exclusively the Venturer Scout's own Unit).

The guideline of 30 hours is to be carried out over a period of at least six months which indicates that the degree of involvement and depth needs to be greater than in Activity 1 taken in conjunction with the existing knowledge level and the specific objectives to be achieved.

**EXPRESSION 2**

Activity Chosen .....

Starting Date .....

Unit Council Approval .....

Details of Progress .....

.....

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.....

Satisfactory Completion of Activity:

.....

*(Examiner's Signature)*

*(Date)*

**Examiner's Qualifications.....**

Activity Completed:

Unit Council Approval:

.....

*(Unit Councillors Signature)*

*(Date)*

ASC Approval

.....

*(ASC Signature)*

*(Date)*

## P.G.6 - LIFESTYLE 2

30 minimum (ASC Approved Examiner Required)

### Scope

Introduce Venturer Scouts to physical activities so that through participation they may show an increase in physical proficiency and general fitness over a period of time.

Do both of the following

1. Collect suitable information regarding the effects correct diet, sleep, recreation and stress on physical and mental health; also the benefits of physical fitness as a lifestyle. Present the details in a discussion with the Unit.
2. Participate regularly for one full season (or six months) in a recognised individual or team sport(s). Show a significant improvement in standard as recognised by a body relevant to the sport (where one exists).

## LIFESTYLE 2

Discussion and Presentation

.....  
(Signature) (Date)

Fitness Program or Sport Chosen .....

Starting Date .....

Relevant Sporting Body (if appropriate) .....

Summary of Improvement .....

.....

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.....

Satisfactory Completion of Activity:

.....  
(Examiner's Signature) (Date)

Examiner's Qualifications.....

Activity Completed:

Unit Council Approval:

.....  
(Unit Councillors Signature) (Date)

ASC Approval

.....  
(ASC Signature) (Date)

## P.G.7 - IDEALS 2

30 minimum (ASC Approved Examiner Required)

### Scope

*Through an exploration of moral, social and religious customs and teachings encourage Venturer Scouts to find out about themselves, better understand their relationships with other people and to discover for themselves what is involved in their acceptance of the Promise and Law.*

Do any *four* of the activities below. Specific activities done in Ideals 1 cannot be claimed for Ideals 2.

### Activities:

1. Lead a debating team in the detailed research, planning and delivery of a formal (Unit) debate on a topic that examines views about common beliefs or values. See Level 1 for possible topics.
2. Attend the religious service of a cultural group different to your own and report on the important similarities and differences between the group's beliefs and your own.
3. Make contact with the clergy and lay members of a local church and investigate the organisation, role and effectiveness of the church in the local community.
4. Make contact with District Scouting staff and with equivalent people in another significant service group in your local community and compare the aims, organisations, methods and effectiveness of the two groups.

*(Continued on page 84)*

## IDEALS 2

Activity Chosen .....  
Starting Date .....  
Details of Progress .....  
.....  
.....

Satisfactory Completion of Activity:

..... (Examiner's Signature) ..... (Date)

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Activity Chosen .....  
Starting Date .....  
Details of Progress .....  
.....  
.....

Satisfactory Completion of Activity:

..... (Examiner's Signature) ..... (Date)

*(Completed on page 85)*





## MAJOR INTEREST AWARD



*The Award requires 50 hours minimum effort over 6 – 9 months. The following guidelines show some of the ways that Venturer Scouts could achieve the Major Interest Award:*

### **Citizenship**

Take part in the activities of a Church Fellowship, ethnic school, youth counselling group or similar and play an active role over a period of six months.

### **Environment**

As a member of a recognised environmental group or a group involved in a pursuit concerned with the environment, take part in the group's activities for a period of six months and play an active role on a committee of the group.

### **Expeditions**

Undertake a minimum of three expeditions of at least Expedition 1 standard with an approved Bushwalking Club, or similar, and play an active part on an organisational committee of the Club for at least six months.

### **Expression**

Take part in the activities of a recognised art group, theatrical company, etc. regularly for a period of six months. (Participation in the activities of a Gang Show shall not qualify for this Award.)

*(Continued on page 89)*

### **Lifestyle**

As a member of a recognised sporting club, take part in the club's activities for a period of six months and play an active part on an organising committee of the club for at least three months.

### **Ideals**

Take part in the activities of a Church Fellowship, ethnic school, youth counselling group or similar and play an active role over a period of six months.

### **Pursuits**

Take part in a pursuit, e.g. bird watching, chess, computing, with a recognised club for a minimum six months and play an active role in the organisation within the Club.

### **Service**

Participate as an active member of a recognised Community Service or emergency organisation other than Scouting for at least nine months.

*(Continued on page 90)*

## Requirements

1. With the supporting organisation, set a challenging goal and have it approved *in advance* by the Unit Council.
2. Qualify in the supporting organisation's speciality, devoting at least 50 hours to the task.  
It is expected that the supporting organisation will be responsible for the assessment.
3. Approval of the Unit Council.
4. Approval of the District Venturer Scout Leader or Equivalent.

NAME OF ORGANISATION

.....

### Certification of supporting organisation

*In my opinion the Venturer Scout has reached a satisfactory standard in learning the basic skills of the above organisation within the limitation of the 50 hours participation time.*

Signature .....

Appointment .....

Unit Council Approval on Completion

.....  
(Signature) (Date)

DVSL or VSC Approval on Completion

.....  
(Signature) (Date)



## AMATEUR RADIO OPERATOR BADGE

A member of Scouts Australia who obtains an Amateur Radio Operators Licence, in accordance with Government regulations, may wear the Amateur Radio Operator Badge on the right sleeve of the uniform.

The Australian Communications Authority, subject to examination or equivalent acceptable qualifications, issue licences as set out in the current Amateur Licence Information Paper. Each grade of licence allows specific privileges of use of the electronic spectrum regarding frequencies and power limitations. There are no minimum age requirements. The latest qualifications and conditions can be found at [www.aca.gov.au](http://www.aca.gov.au)

The badge is Gold diamond with a green band across the centre and is issued on the authorisation of the Branch Jamboree On The Air Co-ordinator and a register is kept at Branch of their issue.

.....  
Date completed Level completed

.....  
Signature



## ANCHOR BADGE

As a Venturer Scout you may take part in boating activities provided that you are able to swim 50 metres in shirt, shorts and socks and thereafter remain afloat for two minutes (one minute in fresh water).

If you are keen on water activities you may undertake to complete your Charge Certificate Course (canoe and sail). This is organised by your Branch, through your District (or equivalent).

Qualified in .....

Examiner's Signature .....

Examiner's Qualification .....

Certificate Awarded .....

Date Badge Awarded .....



## DEAF SIGN LANGUAGE EMBLEM

You may qualify to wear a Deaf Sign Language emblem by passing the approved tests (using AUSLAN, the Australian deaf sign language or the Paget Gorman sign system) for communicating with the deaf or language disabled. The qualifying tests are:

1. Carry out a simple conversation with a deaf person in sign language for 10 minutes.
2. Demonstrate an ability to use finger spelling and to "read back" in that mode.
3. After reading an easy passage from a book or periodical, re-tell that matter in sign language. A sign language dictionary may be used.

The Language Emblem is of khaki cloth with "I speak (the name of the language)" embroidered in red in the relevant spoken language. "Sign language" is embroidered on the Deaf Sign Language Emblem.

System used .....

Test (1) .....

(2) .....

(3) .....

Examiner's Signature .....

Examiner's Qualifications .....

Date Emblem Awarded .....

## DEAF SIGN LANGUAGE EMBLEM

System used .....

Test (1) .....

(2) .....

(3) .....

Examiner's Signature .....

Examiner's Qualifications .....

.....

.....

Date Emblem Awarded .....



## FIRST AID BADGE

The First Aid Badge (Scout) may be worn on the uniform by Venturer Scouts who complete a recognised Australian Red Cross Society or St John Ambulance Association First Aid course.

Name of Course .....

Level .....

Certificate No: .....

Examiner's Signature .....

Date Completed Course .....

*NOTE: A Venturer Scout attaining the Senior First Aid Certificate (or equivalent) is entitled to receive the Community Involvement First Aid Tape.*



## LANDCARE BADGE

The Landcare badge is designed to encourage Youth Members from all Sections to participate in local Landcare projects. The badge design incorporates the official Landcare logo in a green and gold colour.

### Requirements:

Participate in a Landcare project for a period of at least six months, either through your local Scout Landcare group or as part of a community Landcare group.

Project Undertaken .....

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Date Project Commenced .....

Examiner's Signature .....

Examiner's Qualifications .....

.....

Date Badge Awarded .....



## LANGUAGE EMBLEM

*Venturer Scouts, who are sufficiently qualified in any language or languages as well as in English, may wear an emblem on the flap of the right pocket or in a similar position on the shirt or jersey indicating the language or languages spoken. The qualifying tests are set out below.*

### Test for spoken languages.

1. Carry on a single conversation lasting about 15 minutes and introducing some basic Scout vocabulary, e.g. the words for Scout, patrol, camp, tent.
2. Write a letter of about 300 words, dealing with a simple Scout topic chosen by the Examiner.
3. Read aloud intelligibly and give an approximate translation (without the help of a dictionary) of a paragraph of average difficulty from a book, newspaper or periodical.

*The Language Emblem is of cloth on which is embroidered, in red, the words 'I SPEAK. . .' in the relevant spoken language.*

## LANGUAGE EMBLEM

Language Spoken .....

Test (1) .....

(2) .....

(3) .....

Examiner's Signature .....

Examiner's Qualifications .....

Date Emblem Awarded .....

Language Spoken .....

Test (1) .....

(2) .....

(3) .....

Examiner's Signature .....

Examiner's Qualifications .....

Date Emblem Awarded .....

## SURF LIFE SAVING BADGE

The Surf Life Saving cloth Badge or the Royal Life Saving cloth Badge (Bronze Medallion or higher standard) may be worn on the uniform.

### **Surf Life Saving Badge (Bronze medallion or Higher)**

Level .....

Examiner's Signature .....

Date Badge Awarded .....

### **Royal Life Saving Badge (Bronze medallion or Higher)**

Level .....

Examiner's Signature .....

Date Badge Awarded .....



## THEIR SERVICE, OUR HERITAGE BADGE

This Award was introduced in the year 2000 for all Members of Scouts Australia, with the intention of raising the level of awareness of the Youth Members about our Veterans, and providing Scout Members with the opportunity to actively participate in the “Their Service – Our Heritage” program.

This is an annual award and is achieved each year, with the year commencing on 25th of April. The badge will have a differenced coloured edging every year.

Participate in three activities relevant to “Their Service – Our Heritage”

Suggestions:

- Take part in an ANZAC Day march or ceremony
- Take part in Remembrance Day
- Invite a Veteran to your meeting to talk to you
- Visit a Veterans’ Home or the local RSL
- Maintain your local Memorial
- Visit a Tomb of the Unknown Soldier

Activity 1 ..... Date .....

Activity 2 ..... Date .....

Activity 3 ..... Date .....

Date completed .....  
Signature



## WORLD CONSERVATION BADGE

### Scope

*All projects should preferably be carried out by a group of people and not by individuals. Working for this badge should help young people to acquire an understanding of what constitutes the natural environment and how the activities of man affect it. In addition, it is designed to help them take personal action and to play their part in influencing the attitudes of the community towards environment action.*

### 1. Knowledge

As a group, take active part in a discussion with your leader/counsellor, or a specialist in this field, of what constitutes the natural environment and the effect man has on it, indicating how the balance of nature is being disturbed and what must be done to regain essential balance.

### 2. Activities

- Become familiar with the meaning of such terms as ecology, environment, balance of nature, life cycle, food chain, recycling, photosynthesis, organic and inorganic, biodegradable, humus, carrying capacity, non-renewable resources, etc.

*(Continued)*

- b) Understand the good and bad effects of fire on wildlife, de-forestation, afforestation, overgrazing, soil erosion, chemicals in water or air and the effects of mankind in general.
- c) Investigate the causes of flooding and methods of flood control.
- d) Enquire into the effects of plant or animal extinction on the ecological balance.

### 3. Projects

Take part in at least two activities which are concerned with the environment, preferably in co-operation with other agencies. This should include the study of an environment problem, its causes and possible remedial action. The report on the field work carried out should be supported with photographs, maps, sketches and any other relevant evidence. Activities could be chosen within the following topics:

- a) Make a map of legal dumping places for domestic, industrial and chemical wastes in your region and of known illegal disposal of such waste.
- b) Locate in your district an area with both natural vegetation and introduced vegetation (e.g. nature reserve and council park). Identify and evaluate the differences that introduced vegetation causes to the appearance, productivity, faunal values, land use, water cycle, etc.
- c) Develop a piece of land as a nature reserve or help the owner of such a reserve to manage it.

- d) Play an active role in a local, national or international conservation project.
- e) Take part in a project for the improvement or beautification of a local reserve or park.
- f) Carry out a camera-safari and then display your evidence of animal life or wildflowers etc.
- g) Carry out a boat expedition to study the relationship between animal, bird and fish populations along disturbed and undisturbed shores.
- h) Take the initiative to carry out a conservation information project including, for example, the gathering of public opinion, printing of hand-outs etc.

### 4. Involvement

- a) List major conservation organisations and institutions in your country and the world.
- b) Mark on a map, the location of the major nature reserves (Flora and Wildlife Reserves, National Parks, State Forests, etc.) in your State and find out why they have been created.
- c) Show that you are familiar with the conservation laws of your State.

### 5. Expedition

- a) On a field excursion, hike or camp, seek evidence and investigate the impact of man's hunting activities on the environment. Compare this impact with the role of natural predators in maintaining an ecological balance.
- b) Demonstrate the benefits of predatory birds or animals of prey populations and the environment.

## WORLD CONSERVATION BADGE

Knowledge .....

Activities (1) .....

(2) .....

(3) .....

(4) .....

Projects (1) .....

(2) .....

Involvement (1) .....

(2) .....

(3) .....

Expeditions (1) .....

(2) .....

Examiner's Signature .....

Examiner's Qualifications .....

Date Badge Awarded .....



## YOUTH HELPER BADGE

### Role

- The role of the Youth Helper is to assist and provide support to the Mob, Pack or Troop.
- Youth Helpers may be a member of a Venturer Scout Unit or recruited from outside the movement - in which case an application for membership form must be completed.
- Application to become a Youth Helper within a Group must be assessed by the Group Council and supported by the Joey Scout, Cub Scout or Scout Leader and approved by the Group Leader.
- A Youth Helper assists mainly in one Section, however, they may assist in the other Sections with the approval of the Leader concerned.
- Section Leaders need to provide the understanding and knowledge necessary to perform the Youth Helper role.
- The youth Helper is responsible to the Section Leader with whom they are working.

### Duties

- Set a high standard of behaviour through personal example

- Support the Leaders to ensure effective functioning of the Mob, Pack or Troop
- Provide assistance in skills appropriate to the program
- Have a friendly attitude towards youth members, leaders and parents
- Support the Leaders to develop the personal growth of youth members in accordance with the Aims of Scouting and the methods of the section
- Encourage progression of youth members to the next section
- Develop an understanding and knowledge of the section you are working with eg operation, award scheme parades etc
- Support all Group/District/Region activities as required

**Requirements**

- Be enthusiastic and able to relate to young people
- Age 14 1/2 - 18 years old to assist in the Joey Scout and Cub Scout Sections. Age 15 1/2 - 18 years old to assist in the Scout Section. You can no longer be a Youth Helper upon reaching your 18th birthday. Consideration needs to be given to applying for a role as an Adult Leader.
- Youth Helpers are to be supervised by a Leader at all times and must not be left alone or in control of youth members.
- Youth Helpers should attend a National Youth Helpers Course.

..... (Signature) (Date)

**SPECIAL BADGE**

..... Badge

Activity Undertaken to Qualify:

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Examiner's Signature .....

Date Badge Awarded .....

## ROVER LINK BADGE



*The Rover Link Badge is an important transition between the Venturer Scout Unit and the Rover Crew.*

### Requirements:

1. Participate in four Rover meetings/activities (at least one of which must be outdoors).
2. During talks with the Rover Crew, show an understanding of the roles of the Crew Leader, Crew Executive and the Rover Adviser.
3. Participate in a service activity with your Crew or other Rovers.
4. Demonstrate an understanding of and be prepared to accept the Scout Promise, Scout Law and the Rover Prayer, from an adult point of view.

### Scouting Skills

5. Camp out for at least one night, demonstrating suitable campcraft skills. The correct equipment is to be taken and packed accordingly, including clothing, footwear, sleeping gear, food and water containers, and wet and dry weather gear.

### Award Scheme

6. Be able to explain the Award Scheme and list the types of challenges the Rover Scout may pursue to achieve the Baden-Powell Scout Award.

Date contacted Rover Crew .....

Crew Activities (1) .....

(2) .....

(3) .....

(4) .....

(5) .....

Date of advancement to the Rover Crew .....

Date presented with Rover Link Badge .....



