

SCOUTS NEW ZEALAND

VENTURERS AWARD SCHEME

A Handbook
for
Venturers and Leaders



The Scout Association of New Zealand
P.O. Box 11348 Wellington

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Additional Venturer Award Scheme Personal Challenge Modules may be found in the Venturer Section of the Scouts New Zealand internet site.

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VENTURER AWARD SCHEME

Aim of the Venturer 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

The Concept of the 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.

Young New Zealanders Challenge Gold Award

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

Venturers who elect to work on the YNZC Gold Award will need to wait until their sixteenth birthday to register with YNZC. Activities completed prior to their sixteenth birthday cannot be used for the YNZC 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.

Learning gained in other organisations

Skills and knowledge earned in other organisation such as schools, Guiding 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 to the requirements of the award

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 the award 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.

Venturers – 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.

Venturer Badge

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
OUTDOORS CORNERSTONE		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 CORNERSTONE		
<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 CORNERSTONE		
<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 CORNERSTONE		
<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 the Bronze Venturer 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	Campcraft	Campcraft 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
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Personal Development	Social and Life Skills	Social and Life Skills Modules <ul style="list-style-type: none"> • Absolutely positively feeling good
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New Experiences	Group/Zone/Regional Event	Special Event <ul style="list-style-type: none"> • Attend a Zone, Regional or National event
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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>
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Bronze Venturer Award

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
OUTDOORS CORNERSTONE	Signed Off:	Date:
<p>Campcraft</p> <ul style="list-style-type: none"> Complete one Campcraft 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>	
<p>Expeditions</p> <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.</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 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. Young New Zealanders Challenge. www.challengenz.org.nz</p>	
<p>Environment</p> <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>	
<p>Outdoor Skills</p> <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>	

Continued overleaf

Bronze Venturer Award *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
COMMUNITY CORNERSTONE		Date:
<p>Emergency Preparedness</p> <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.</p> <p>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> <p>Any trained first aider skilled in teaching others.</p>	
<p>Helping Others</p> <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. You can carry on doing this for the Silver and Gold Award requirements.</p>	
<p>My Community</p> <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>	
<p>Our World / Our Country</p> <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>	

Continued overleaf

Bronze Venturer Award *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
PERSONAL DEVELOPMENT CORNERSTONE		Date:
<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 Unit Executive and Venturer Leader.</p> <p>REFERENCE: Young New Zealanders Challenge. www.challengenz.org.nz</p>	
<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. 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>	
<p>Personal Safety</p> <ul style="list-style-type: none"> Complete the Road Safety Module. 	<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>REFERENCES: Driving Schools. Police Traffic Safety.</p>	
<p>Expression</p> <ul style="list-style-type: none"> Take a part in the planning of the next terms programme for the Unit. 		
<p>Discovery</p> <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. Young New Zealanders Challenge. www.challengenz.org.nz.</p>	

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Bronze Venturer Award *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
NEW EXPERIENCES CORNERSTONE		Date:
Special Activity <ul style="list-style-type: none"> Complete a Venturer Velocity course. 	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. REFERENCES: Zone Venturer Leaders can provide course dates and times.	
Special Event Attend a National, Regional or Zone event.	Participate in an event and take the opportunity to meet others and to make new friends. REFERENCES: Advertised in the National News, Regional News, and Zone News published via email and hard copy at regular intervals.	

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 Young New Zealanders Challenge (YNZC) 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

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
OUTDOORS CORNERSTONE		Date:
<p>Campcraft:</p> <ul style="list-style-type: none"> Complete one Campcraft 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>Campcraft 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>	
<p>Expeditions</p> <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. Young New Zealanders Challenge. www.challengenz.org.nz</p>	
<p>Environment</p> <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>	
<p>Outdoor Skills</p> <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. Young New Zealanders Challenge. www.challengenz.org.nz.</p>	

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Silver Venturer Award, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
COMMUNITY CORNERSTONE		Date:
<p>Helping Others</p> <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.</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 Unit Executive and Venturer Leader.</p>	
<p>My Community</p> <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>	
<p>Emergency Preparedness</p> <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>Learn to take responsibility for yourself and others.</p> <p>The Civil Defence goal is to have all families prepared for emergencies.</p> <p>REFERENCES:</p> <p>http://www.getthru.govt.nz</p> <p>http://www.civildefence.govt.nz/memwebsite.nsf</p>	
<p>Our World / Our Country</p> <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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Silver Venturer Award, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
PERSONAL DEVELOPMENT CORNERSTONE		Date:
<p>Physical</p> <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: Young New Zealanders Challenge. www.challengenz.org.nz</p>	
<p>Social and Life Skills</p> <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>	
<p>Personal Safety</p> <ul style="list-style-type: none"> Complete the "My Body" module. 	<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>	
<p>Expression</p> <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>	
<p>Discovery</p> <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. Young New Zealanders Challenge. www.challengenz.org.nz</p>	

Silver Venturer Award, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
NEW EXPERIENCES CORNERSTONE		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 YNZC 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

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
OUTDOORS CORNERSTONE		
Date:		
<p>Campcraft</p> <ul style="list-style-type: none"> Complete one Campcraft 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>	
<p>Expedition</p> <p><i>Complete either the Expedition or Exploration requirements (overleaf).</i></p> <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:</p> <p>Department of Conservation. Coastguard. Young New Zealanders Challenge. www.challengenz.org.nz</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 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>	
<p>Exploration Option</p> <p><i>Complete either the Expedition or Exploration requirements.</i></p> <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

Gold Venturer Award, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
OUTDOORS CORNERSTONE		Date:
<p>Environment</p> <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>	
<p>Outdoor Skills</p> <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: Outdoors Skills Certificate. Mountain Safety Council. Bushcraft manual. Coastguard. Young New Zealanders Challenge. www.challengenz.org.nz</p>	

Gold Venturer Award, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	REFERENCES
COMMUNITY CORNERSTONE	Signed Off:	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. <p>And</p> <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>	

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Gold Venturer Award, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
PERSONAL DEVELOPMENT CORNERSTONE		Date:
<p>Physical</p> <ul style="list-style-type: none"> Undertake and complete at least 20 hours of physical recreation spread over at least 20 weeks. <p>Note: Appropriate training (modules) must be completed before undertaking adventurous activities</p>	<p>This physical recreation and exercise should be a regular occurrence. 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: Young New Zealanders Challenge. www.challengenz.org.nz</p>	
<p>Social and Life Skills</p> <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. You are also expected to help lead the module if appropriate.</p> <p>REFERENCES: Police. Youth Helpline. Community health nurse.</p>	
<p>Personal Safety</p> <ul style="list-style-type: none"> Plan, prepare for and complete a discussion with your Unit on the alcohol and drug related challenges as they relate to youth. 	<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 Aid. Lifeline. Alcohol & Drugs Helpline.</p>	
<p>Expression</p> <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. You are also expected to help lead the module if appropriate. May be completed either on your own, with your Unit, or a team of friends.</p>	
<p>Discovery</p> <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. 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. Where possible you should aim to achieve a certified level of skill and have the certificate presented.</p> <p>REFERENCES: External providers. Unit standards. Young New Zealanders Challenge. www.challengenz.org.nz</p>	

Continued overleaf

Gold Venturer Award, *continued*

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

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 for additional requirements for direct entrants to Gold Venturer Award.
3. Refer to your YNZC 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.

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURES
COMMUNITY CORNERSTONE		Date:
<p>Scout Service Project</p> <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.</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 provide the Queen's Scout Panel with a report on your project and how it has benefited the movement.</p> <p>REFERENCES:</p> <p>Guidance may be sought from the Zone Venturer Leader if needed.</p>	
<p>Special Activity</p> <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>	

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
NEW EXPERIENCES CORNERSTONE		Date:
<p>Future Endeavours</p> <p>Show evidence that you have investigated future opportunities both within and outside Scouting.</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 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:</p> <p>Regional Rover Crew Leader.</p> <p>Group Leader for a local Scout Group.</p> <p>Zone Leader.</p>	

Continued overleaf

Queen's Scout Award, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
PERSONAL DEVELOPMENT CORNERSTONE		Date:
<p>Queen's Scout Panel</p> <p>Have a discussion with the Queen's Scout Panel about the completion of your award, including:</p> <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. 	<p>All other requirements for the Queens Scout Award must be completed prior to attending the Queens Scout Panel.</p> <p>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.</p> <p>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.</p> <p>Preparation for panel should include compiling the relevant documentation in a suitable format. e.g. Clearfile folder</p> <p>REFERENCES:</p> <p>Refer to the Zone Venturer Leader for guidance.</p>	

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 YNZC coordinator for cross crediting requirements prior to starting the service, physical and skill projects.

Queen 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.

Direct entry to the different Award 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.

JOIN AT BRONZE VENTURER AWARD LEVEL (year 11 at school)

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

JOIN AT SILVER VENTURER AWARD LEVEL (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 the Road Safety module. 	Refer to the Bronze Level.
Special Courses <ul style="list-style-type: none"> Complete the Venturer Velocity Course. 	

JOIN AT GOLD VENTURER AWARD LEVEL (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 the Road Safety and Sexual 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.

The 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. 		

New Experiences – Ideas Bank

Outdoors	Community	Personal Development
<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 10 pin bowling • 4WD • Abseiling • Boat masters • Bush Cookery • Bush-craft • Caving • Charge Certificates • 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 • 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 • 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.

Venturer Award Personal Challenge Modules

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

<i>Practical Modules</i>
<p>Outdoor Skills</p> <ul style="list-style-type: none"> • Stoves, fires, and cooking. • Navigation. • Rivers. • Survival / being lost.
<p>Campcraft</p> <ul style="list-style-type: none"> • Safe food, safe water.
<p>Environment</p> <ul style="list-style-type: none"> • Reading the weather.
<p>My Community</p> <ul style="list-style-type: none"> • Care Giving.
<p>Our World / Our Country</p> <ul style="list-style-type: none"> • International awareness. • Beyond School – CV, Interviews.
<p>Social and Life Skills</p> <ul style="list-style-type: none"> • Social skills and dining etiquette.
<p>Expression</p> <ul style="list-style-type: none"> • Music is my thing. • Public Speaking / presentations.
<p>Emergency Preparedness</p> <ul style="list-style-type: none"> • Plumbing.
<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.

Outdoor ethics

Overview

This module could be completed as a general discussion with all members of the Venturer Unit. Venturers experienced in the outdoors would be expected to lead the discussion.

Requirements	Explanation	Signature & Date
<p>Before going away <i>Explain to your leader:</i></p> <ul style="list-style-type: none"> - How to obtain details of the proposed area. - Obtain permission(s). - Leave trip intentions – home and DOC. <p>Access to the bush <i>Discuss with your leader:</i></p> <ul style="list-style-type: none"> - How to follow marked routes, including poled routes and other markings. - Why it's important to keep dogs on a leash and when dogs are not allowed. - How to not disturb stock. - Why to write and thank landowners. <p>Gates and fences <i>Demonstrate to your leader:</i></p> <ul style="list-style-type: none"> • How to use gates and styles – leave gates as you find them. • If gate is locked, where to climb over. OR: If no gate or style handy: • How to climb through the fence, or • Climb fence at the strainer post, or • Climb at any other post (but not a batten). <p>Respect for others <i>Discuss with your leader:</i></p> <ul style="list-style-type: none"> • Respecting other people's equipment. • The importance of keeping your own equipment together. • How to conserve water and where additional sources of water may be found on expeditions. • Ways to keep the bunk area clean and tidy. • Personal hygiene. <p>Leaving hut <i>Explain to your leader:</i></p> <ul style="list-style-type: none"> • How to dispose of rubbish in an acceptable method for the circumstances. • What should be cleaned before leaving a hut and other important items such as closing windows. • The need to sign intentions book – names, next destination, weather conditions. • Who to report damage to. 	<p>The enjoyment of a trip away can be greatly enhanced by simple planning before the trip. Part of the planning is knowing the “rules” and expectations of others.</p> <p>References and external standards: Mountain Safety Council. <i>Bushcraft Manual Chapters 1 & 2</i> <i>New Zealand Outdoors First Aid.</i></p> <p>Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains – Field Guide.</i> Available from FMC www.fmc.org.nz or Mountain Safety Council www.mountainsafety.org.nz</p>	

Outdoor leadership

Overview

This module provides an overview on looking after those around us. A strong leader who is confident in the outdoors usually makes or breaks a trip. This module could be completed as a general discussion with all members of the Venturer Unit. Venturers experienced in the outdoors would be expected to lead the discussion.

Requirements	Explanation	Signature & Date
<p>1. There is no I in team, but there is a me. <i>Discuss with your leader:</i></p> <ul style="list-style-type: none"> - Why it is important to be fit before going into the outdoors. - How to best prepare yourself for the physical aspects of going outdoors. <p><i>And create with your leader:</i></p> <ul style="list-style-type: none"> - A physical training program at least 3 weeks before your trip. <p>2. Why don't you do what I tell you? <i>Explain to your leader:</i></p> <ul style="list-style-type: none"> - The three different leadership styles, including shared, consensus and dictatorship. - When the best time is to use each style. - The advantages and disadvantages of each leadership style. - Which one you think you are. <p>3. Where did everyone go? <i>Examine with your leader:</i></p> <ul style="list-style-type: none"> - How to control a large and small group in the outdoors. - At least five methods to control larger groups. - Advantages and disadvantages of larger groups. - When it is appropriate to travel in smaller groups and when it is not. - The accepted minimum number for journeys in your unit. <p>4. That wasn't meant to happen <i>Discuss with your leader:</i></p> <ul style="list-style-type: none"> - How to fill out activity intention forms. - Using RAMS forms correctly and to full effect including risks in: <ul style="list-style-type: none"> o People. o Equipment. o Environment. o Activity. - What DOC hut books are for and when to use them. - Who should be your contact person when in the outdoors and what they need to know. - Absolute, residual and perceived risk and how to judge each of these. - How to develop a risk management plan that reduces, minimises or eliminates identified risks. <p><i>With your leader correctly:</i></p> <ul style="list-style-type: none"> - Fill out activity intention form and RAMS form for a mock trip for four people. 	<p>Be prepared in the outdoors by having the best outdoor leader possible.</p> <p>References and external standards. Mountain Safety Council: Bushcraft Manual Chapter 4.</p> <p>Federated Mountain Clubs of New Zealand: Safety in the Mountains Field Guide.</p>	

Trip planning

Requirements	Explanation	Signature & Date
<p>1. Be prepared for everything - Planning for a particular group. Explain to your leader: Learn how to understand the nature of your group and those who will be travelling with you. Be able to take into account previous experience or unique knowledge of the area and use this to your advantage.</p> <p>2. The ups and downs - Planning for a particular route. Demonstrate to your leader: Some trips will be into extremely rugged terrain. Every track is different so be able to allow extra time for these changes. Know how to spot difficult terrain and how to minimise the impact terrain has on your journey.</p> <p>3. Sit down and think - Make careful decisions One foot wrong in the bush can lead to a fatality. Learn your strengths and weaknesses so when the time comes to make a decision that affects your trip you make the best one for everyone.</p> <p>4. Just the four of you - Small groups Small groups are easier to manage in the bush but it is recommended that 4 be the minimum for any overnight journey. Explain to your unit leader or exec methods you would use to plan a trip for a small group as opposed to a large group.</p> <p>5. Is this a party -Large groups If all your friends want to come along on your trip are you able to plan your trip accordingly. Know things to look out for such as hut sizes, track conditions and other issues associated with large groups. Show you know how to plan this size group as well.</p> <p>6. Dress to impress - Clothing and equipment Planning ahead can save a lot of time in the long run. Know your clothing and equipment well enough that you can choose the necessary items to pack before you leave home. It also pays to check that others have the correct clothing and equipment so they don't ruin your trip.</p> <p>7. Eat like a king - Food Understand the difference in food types you can take on a trip and changes to a menu you will need to make between overnight journeys and those lasting four or five days.</p> <p>8. See into the future - Forecasts Be able to read forecasts and tell what the weather will be doing when you are away. Know where to go to get weather forecasts and how to get them whilst you are in the bush also.</p> <p>9. Am I allowed here - Permission Some places in New Zealand require that you seek permission from the landowner before leaving home. Have the ability to seek those permissions you may need and where to go to for help. This is particularly important when outside National Parks.</p> <p>10. Come pick me up –Transport Show that you have arranged transport and given the driver your schedule and instructions in writing about where and when you are to be picked up.</p>	<p>The enjoyment of a trip away can be greatly enhanced by simple planning before the trip. Part of the planning is knowing where you are going, things that might impair the enjoyment of your trip, and how to ensure that everyone remains safe when in the outdoors.</p> <p>References and external standards Mountain Safety Council: <i>Bushcraft Manual Chapter 3.</i></p> <p>Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains Field Guide.</i></p>	

To camp or not to camp

Overview

This module provides the necessary information to choose a safe campsite if you are tenting in the outdoors.

This module could be completed as a general discussion with all members of the Venturer Unit. Venturers experienced in the outdoors would be expected to lead the discussion.

Requirements	Explanation	Signature & Date
<p>1. Sleep well, stay dry and stay warm. <i>Discuss with your unit leader or exec:</i></p> <ul style="list-style-type: none"> - The advantages and disadvantages of: <ul style="list-style-type: none"> o Modern tramping tents. o Alpine tents. o Bivvy bags. o Flysheets. - At least two kinds of sleeping mats and the benefits of both styles. - Three different hut types in New Zealand and how to obtain tickets for each. - What to do to keep huts maintained and in working order after your stay. <p><i>Demonstrate to your unit leader or exec:</i></p> <ul style="list-style-type: none"> - You can correctly pitch your selected type of tent. <p>2. This patch looks good <i>Prepare for your unit leader or exec a check list for choosing a campsite including at least:</i></p> <ul style="list-style-type: none"> - Features to go for. <ul style="list-style-type: none"> o Well-drained soil. o Shelter from wind. o Close to water supply. - Features to avoid. <ul style="list-style-type: none"> o Under dead trees. o Under possible rock fall. o In a depression or close to flood-prone streams. 	<p>There is not point going out into the bush if you do not have somewhere to sleep or stay the night. Plan ahead and choose the best campsite possible by being aware of all the good and bad things to look for.</p> <p>References and external standards: Mountain Safety Council. <i>Bushcraft Manual.</i></p> <p>Federated Mountain Clubs of New Zealand. <i>Safety in the Mountains Field Guide.</i></p>	

Clothing and packing

Overview:

Better to be hot than cold. Learn what to take each time you go into the outdoors to keep yourself protected.

Requirements	Explanation	Signature & Date
<p>1. It won't all fit in my pack – What to take <i>Write for yourself:</i></p> <ul style="list-style-type: none"> - A list of essential items to take every time you head into the outdoors. Be aware of weights you may need to carry. - Work from the top and work your way down your body, include gear for all conditions. <p><i>Show your leader:</i></p> <ul style="list-style-type: none"> - How you would adjust your list for different seasons and different length trips. (e.g.: 2 days – 6 days). <p>2. Do I look silly in all of this – Layering. <i>Illustrate to your leader:</i></p> <ul style="list-style-type: none"> - How you will use items on your list to create layers. - What 'layering' actually means and when it is appropriate to do so. <p><i>Explain to your unit leader or exec:</i></p> <ul style="list-style-type: none"> - How you can control your body temperature by using layers. - Methods to improving body comfort when on the move. <p>3. Underneath it all - Inner layers <i>Illustrate you understand:</i></p> <ul style="list-style-type: none"> - The differences in suitability for outdoor travel between wool, synthetic, and cotton fibres. <p><i>Explain to your unit leader or exec</i></p> <ul style="list-style-type: none"> - How to make the best use of material next to your skin and how at least three varieties operate. <p>3. Things others can see - Outer layers <i>Discuss with your leader:</i></p> <ul style="list-style-type: none"> - The use of membranes in outer shell garments. - Why we should wash outerwear after use. - How to wash raincoats without damaging the inner membranes or durable waterproof treatments. - The difference between at least three commercially available waterproof garments and which is best buy. <p>6. How to stop blisters – Choosing the right boots. <i>Explain to your unit leader or exec:</i></p> <ul style="list-style-type: none"> - The differences between leather and synthetic boots and which style will best serve your purpose and walking style. - Methods to minimise the risk of getting a blister in the first place, such as washing out socks and boots at end of each day. - How to choose the right sized boot, taking into account foot swelling and tarsal straightening. - The use of arch supports or choosing the correct style of ankle support. <p><i>Demonstrate to your unit leader or exec:</i></p> <ul style="list-style-type: none"> - That you know how to look after both leather and synthetic boots using prescribed treatment methods. 	<p>To make sure you don't carry unnecessary things on your next trip, learn how to choose the right gear and how to pack it all.</p> <p>References and external standards Mountain Safety Council: <i>Bushcraft Manual Chapter 5.</i></p> <p>Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains Field Guide.</i></p>	

Equipment

Overview

This module provides the necessary information to choose a pack and sleeping bag correctly, the advantages and disadvantages of different designs, and how to pack or care for that equipment.

Requirements	Explanation	Signature & Date
<p>1. Carry it in, Carry it out – Pack types. <i>Show your leader:</i></p> <ul style="list-style-type: none"> - The advantages and disadvantages of internal pack frames, and daypacks with no frames. - Two methods to keep you load secure when placed on the outside. <p>2. Which one to go for – Choosing a pack. <i>Make a check list of things to look for in a pack:</i></p> <ul style="list-style-type: none"> - Including pack weight, women’s and men’s styles, pack harnesses, and different material strengths. <p>3. Will it all fit - Packing your pack. <i>Demonstrate to your leader:</i></p> <ul style="list-style-type: none"> - How to spread the load when in the outdoors, where to place heavy items within your pack, and what items should have easy access. - The benefits of pack liners over plastic bags and alternatives you may use to keep gear together in your bag. <p>4. Getting a good night’s rest – Sleeping bags. <i>Explain to your leader:</i></p> <ul style="list-style-type: none"> - The difference in construction techniques between down and synthetic bags including different baffle designs. - Methods to protect your bag from body oils and other harmful substances as well as the correct way to wash each variety. - What happens to down sleeping bags when they get wet. - Why there is such a difference in weight between down and synthetic bags. 	<p>There is no point going out into the bush if you do not have the correct gear. This module teaches you how to choose the right gear so that your trips in the outdoors are as safe and as enjoyable as they can be.</p> <p>References and external standards:</p> <p>Mountain Safety Council: <i>Bushcraft Manual</i> <i>Chapter 6.</i></p> <p>Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains Field Guide.</i></p>	

Outdoor Skills Module

Stoves, fires and cooking

Overview

This module could be completed as individual research or as a general discussion with all members of the Venturer Unit. Venturers experienced in the outdoors would be expected to lead the discussion. The practical work must be completed.

Requirements	Explanation	Signature & Date
<ul style="list-style-type: none"> List the options available for cooking fires and stoves in the outdoors in New Zealand. 	<p>Be prepared before you go to camp and need to rely on a camp stove for your survival.</p> <p>References and external standards:</p> <p>Mountain Safety camping and Bushcraft publications.</p>	
<ul style="list-style-type: none"> Identify one gas stove, a solid fuel stove and a type of open fire and list the features and benefits of each. 		
<ul style="list-style-type: none"> Boil half a litre of water on each type of stove or fire and compare the results. Determine when it would be sensible to use each type. 		
<ul style="list-style-type: none"> Teach a newcomer how to clean and refuel a gas stove and a solid fuel stove. List the safety steps and any 'Don'ts' that could be life threatening if not adhered to. 		
<ul style="list-style-type: none"> Explain the reason why you never ever light and use a gas cooker or stove in a hike tent. 		
<ul style="list-style-type: none"> Research and discuss the safety precautions and the local body rules for open fires in your community. 		
<ul style="list-style-type: none"> Working alone or with a team of other Venturers, plan a simple 2-course meal that must include meat and 3 vegetables and cook it on gas stoves. Set a table to a good standard and serve the meal to the team within 10 minutes of the planned time. 		

Navigation

Overview

Finding your way is a difficult task outdoors. This module provides you with basic navigation skills that should be supplemented by extra learning or experience. This module could be completed as a general discussion with all members of the Venturer Unit and an outdoor exercise. Venturers experienced in the outdoors would be expected to lead the discussion and outdoor exercise.

Requirements	Explanation & Refs	Signature & Date
<p>1. What does this thing mean and are we there yet? <i>Demonstrate to your Unit Leader or Exec you can:</i></p> <ul style="list-style-type: none"> - Identify the differences in at least two map styles and understand their associated legends. - Measure distance using a scale. - Correctly spot and find at least two unique map features near you and their corresponding symbol. - Use a map grid to give a six figure reference of your location and at least two other points. - Travel across unmarked terrain using compass bearings. - Use bearings to identify your location on a map using significant features around you. - Estimate time to travel a certain distance. <p>2. Which way around does this go? <i>Show your Unit Leader or Exec you can:</i></p> <ul style="list-style-type: none"> - Orient a map using only features surrounding you. - Orient a map using only a compass. - Find north using the sun, true north and magnetic north. - Draw a cross section between two points indicating height, distance, and rate of climb or descent. - Draw your own map and illustrate that cross section using relief shading. - Correctly use the suggested 'three step' system to orient your map. <p>3. Finding your way <i>Illustrate to your unit leader or exec you are able to:</i></p> <ul style="list-style-type: none"> - Identify the four different track markers in the bush and how to navigate by them. - Plan for unmarked terrain by selecting the best route. - Navigate using: <ul style="list-style-type: none"> o Collecting features. o Catching features. o Aiming off. o River flow and direction. o Attack points. o Handrails. 	<p>References and external standards:</p> <p>Mountain Safety Bushcraft Manual Chapter 11.</p>	

Rivers

Overview

This module must include a practical exercise to ensure all members a tramping party are fully conversant of the river crossing techniques. Venturers experienced in the outdoors would be expected to lead the discussion and exercise.

Requirements	Explanation	Signature & Date
<p>1. Care near moving rivers <i>Demonstrate to your Unit Leader or Exec:</i></p> <ul style="list-style-type: none"> - Three methods of making the best decision on whether to cross or not. - The acceptable place to cross in terms of: <ul style="list-style-type: none"> o Entry points. o Exit points. o Currents, rapids and eddies. o River direction. o Run outs. <p>2. Help each other out? <i>Show your Unit Leader or Exec you can:</i></p> <ul style="list-style-type: none"> - Identify all potential river hazards and minimise their risk. - Wear correct clothing for river crossings. - Correctly wear your pack in case of emergency. - Properly use the mutual support method. - Individually use at least two other methods. <p>3. When it all goes wrong <i>Illustrate to your Unit Leader or Exec:</i></p> <ul style="list-style-type: none"> - A caterpillar turn. - The advantages and disadvantages of going headfirst when compared with feet first. - Effects of crossing the eddy line. <p>4. When not to cross/dynamics <i>Show your Unit Leader or Exec you understand:</i></p> <ul style="list-style-type: none"> - The affect of side streams. - The influence of weather, especially in high alpine environments. - The differences of upper river, middle river and lower river systems. <p><i>Demonstrate you can:</i></p> <ul style="list-style-type: none"> - Distinguish between eddies and currents. - Safely avoid re-circulating water. - Stay clear of strainers and obstacles as well as identify them before entering a river. - Recognize the four main warning signs of dangerous rivers. 	<p>Rivers are one of the major hazards to safely enjoying the outdoors.</p> <p>References and external standards:</p> <p>Mountain Safety Council: <i>Bushcraft Manual Chapter 12.</i></p> <p>Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains Field Guide.</i></p>	

Survival / being lost

Overview

When going into the outdoors, knowing how to survive when it all goes wrong is the most essential skill you can have. This Module teaches some very basic survival skills that Venturers are expected to fully understand and be competent in before heading out.

This module could be completed as a general discussion with all members of the Venturer Unit. Venturers experienced in the outdoors would be expected to lead the discussion.

Requirements	Explanation & Ref's	Signature & Date
<p>1. Losing the route – together in a group <i>Discuss with your unit leader or exec then illustrate:</i></p> <ul style="list-style-type: none"> - What to do when you discovery you are lost early on. - What to do when you discover you are lost after an extended period of time. - Situations likely to lead people off a track or bearing. - Methods to regain your position and return to safety including: <ul style="list-style-type: none"> o Location awareness. o Talking out loud with others your route to your current position. o Relating significant features near you to a map. <p>2. Loosing the route – on your lonesome <i>Show your unit leader or exec you can:</i></p> <ul style="list-style-type: none"> - Identify when you have become lost. - Work out your current position in relation to others who may be around you. - Make yourself visible to searchers from the air and on the land. - Leave well laid plans behind with a contact person. - Stop, stay calm and plan. <p>3. Plan for the worst <i>Create a survival list for yourself including at least:</i></p> <ul style="list-style-type: none"> - Pad and pencil, Whistle, Cord, Knife, Aluminium foil, Signal device like a small mirror, Survival blanket, Basic first aid gear, Compass, Matches, Inner tube or firelighters, Fish hooks and line. <p>4. Seeking shelter <i>Demonstrate your ability to:</i></p> <ul style="list-style-type: none"> - Seek protection from wind and rain in a natural shelter. - Identify natural features to assist in the creation of your own shelter. - Build at least two forms of emergency shelter. - Collect firewood using the environment around you, the best places to look for kindling and also the driest wood. - Light a fire using at least three separate methods and also one in the wet (simulated rain). - Extinguish the fire safely and minimise any sign of that fire for future outdoor users. <p><i>Demonstrate you can:</i></p> <ul style="list-style-type: none"> - Send for help in an emergency and know what to tell people when you are going for help. - Help searchers find you by making yourself highly visible - Work safely with aircraft and are familiar with basic helicopter safety techniques. 	<p>References and external standards:</p> <p>Mountain Safety Council: <i>Bushcraft Manual.</i></p> <p>Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains Field Guide.</i></p>	

Campsites are not all equal

Overview

This module is to show that you have an understanding of what is required in selecting a campsite. When exploring New Zealand's diverse countryside, campsites will never be the same. Depending on the weather for example, some campsites will be completely unusable, while others become so overused that they spoil the experience. Learn how to pick the right campsite for your needs and those of your expedition.

Requirements	Explanation	Signature & Date
<p>Finding the best site <i>Discuss with your Unit Leader or Exec:</i> Why flat sites are better than one with hills or depressions. Where the best positions are to shelter from the wind, such as under trees and in leas of ridges. How to keep yourself warm in the early morning sunshine.</p>	<p>This makes for a comfortable camp.</p> <p>References and external standards: Mountain Safety Council: <i>Bushcraft Manual Chapter 8.</i></p> <p>Choosing a campsite, camp planning booklet.</p>	
<p>Discuss with <i>your Unit Leader or Exec</i> five features that you should avoid.</p>	<p>How would you recognise a feature to avoid e.g. flood levels.</p> <p>Reference: Mountain Safety Council: <i>Bushcraft Manual.</i></p>	
<p>Discuss with <i>your Unit Leader or Exec</i> fire precautions, and the use of gas Cookers within the campsite.</p>	<p>Understand local bylaws for having open fires.</p> <p>Demonstrate the correct set up of a gas cooker. Reference: DOC requirements, District councils, Regional Councils.</p>	
<p>On a camp demonstrate the pro's and con's of the proposed campsite giving a verbal description to your assessor.</p>	<p>To have a safe campsite.</p> <p>Reference: Camp planning book and Mountain Safety manual.</p>	
<p>Demonstrate that the chosen campsite fits the purpose of the camp.</p>	<p>Is it a base camp with lots of activity or a tramping camp?</p>	

Campcraft Module

Menu and food quantities

Cornerstone - Outdoors

Overview

Suitable food for an expedition is essential for the safety and wellbeing of all members. Understanding the essential elements of a balanced diet and the uses of snack food to supplement energy requirements will provide a safety factor. Consider the emotional and psychological value of food.

Pre-planning the menu, working through the quantities needed, including an allowance for emergencies and checking for food allergies, likes and dislikes, should all be done well in advance of the expedition. Leaders may well decline to approve expeditions where food is planned to be “purchased on the run”.

Requirements	Explanation	Signature & Date
<p>Know the classes of foods and their uses:</p> <ul style="list-style-type: none"> • Proteins. • Fats. • Carbohydrates. 	<p>This is the basis of establishing a balanced diet and when to include each class.</p> <p>References and external standards: Mountain Safety Council: <i>Bushcraft Manual.</i></p>	
<p>Explain what the Glycemic Index (GI) is all about:</p> <ul style="list-style-type: none"> • High-GI foods. • Low GI foods. <p>and when high and low GI foods may be used.</p>	<p>The body converts foods to glucose and on to energy at different rates.</p> <p>Reference: Mountain Safety Council: <i>Bushcraft Manual.</i></p>	
<p>List foods suitable for each of the meals of the day and snacks while on the move. The list should include foods that will digest quickly (high GI) and foods that will sustain you longer (low GI).</p> <ul style="list-style-type: none"> • Breakfast. • Lunch. • Dinner – including deserts. • Snacks. • Supper. <p>Include foods for short trips and long trips. List flavourings that can be used to make plain foods interesting.</p>	<p>Your list should include interesting foods like dry cured bacon, wholegrain bread not just white bread, noodles and soup.</p> <p>Remember the drinks tea, coffee, Milo, powdered fruit drinks. Do you need sugar and milk with those? Are they good for hot and cold drinks? How long will the food items keep in your pack?</p> <p>References: Mountain Safety Council: <i>Bushcraft Manual.</i> Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains Field Guide.</i></p>	
<p>Plan menus for:</p> <ol style="list-style-type: none"> 1. A short expedition of three days duration. 2. A long expedition of five days duration. 	<p>In your planning consider how many billies and their sizes you will have, what you will use to cook the food and how long it will take to cook.</p>	
<p>Work out the quantities of food for a party of four people for the long expeditions. Complete a shopping list that takes into account the packet sizes of foods commonly available. Estimate the total weight <u>and</u> total cost including fuel.</p>	<p>Your list is to include all items for each meal. As a guide your total weight of food should be about 1kg (dry weight) per person per day.</p> <p>References: Mountain Safety Council: <i>Bushcraft Manual.</i> Scouting New Zealand: <i>Camp Planning Book.</i></p>	
<p>Discuss with the Venturer Leader / Unit Executive</p> <ul style="list-style-type: none"> • What you will do with the surplus food. • Whether to take the packaging and cooking instructions or not. • Breaking down the food into day or meal lots. • Allotting items among party members to spread the weight and in case of a mishap. 	<p>Members in the party usually are able to carry different weights depending on fitness etc. Water may not be available at all stops.</p> <p>References: Mountain Safety Council: <i>Bushcraft Manual.</i></p>	
<p>With the Venturer Leader / Unit Executive select one meal from your menu and food quantities. Prepare, cook, eat and clean up the meal using only the items you have listed. Use only the billies and cooking equipment you nominated when planning your menu.</p>	<p>How long did it take? List the items forgotten. Assume only water is “freely” available for this exercise.</p>	

Campcraft Module

Safe food / safe water

Overview

Food and water are the essentials for our existence. They are generally in plentiful supply, we can go without them for short periods, but they can give us plenty of trouble and make our life difficult. We need to know how to avoid potential problems when things get difficult.

Requirements	Explanation	Signature & Date
<p>Discuss with the Venturer Leader / Unit Executive where Campylobacter, Gastroenteritis, Giardia, Rotavirus, Salmonella come from and how each affects our bodies.</p> <p>Know the basics of food hygiene:</p> <ul style="list-style-type: none"> • Clean. • Cook. • Cover. • Chill. 	<p>Avoiding food-borne illness on an expedition is even more important than at home.</p> <p>How would you cope on an expedition?</p> <p>References and external standards: New Zealand Food Safety Authority: www.foodsafe.org.nz www.nzfsa.govt.nz 0800 693 721 www.kiwifamilies.co.nz/Topics/Health/Stomach+Bugs.html</p>	
<p>Investigate how to store food.</p> <ul style="list-style-type: none"> • Find the storage life of foods you commonly use for camps and expeditions. • What is their storage life without refrigeration? 	<p>Best before / use by dates are not the whole story. Many factors affect the storage life of our foods.</p> <p>References: Mountain Safety Council Bushcraft Manual</p>	
<p>Discuss suitable ways of extending the storage life of your food rations.</p> <ul style="list-style-type: none"> • Camp refrigerator. • Packaging / vacuum sealing / dehydrating / freezing. • Packing in your pack. 	<p>Keeping the food cool away from sunlight all helps.</p> <p>References: Mountain Safety Council Bushcraft Manual.</p>	
<ul style="list-style-type: none"> • Discuss how much water the average person uses in a typical day on an adventurous activity. • Know the symptoms of dehydration and simple methods of rehydration. 	<p>Our bodies need a supply of water to maintain normal mental and physical efficiency.</p>	
<p>Discuss the hazards of using water from natural watercourses.</p> <ul style="list-style-type: none"> • What is giardia and cryptosporidium? • How is it spread? • How do I avoid spreading or catching giardia? • Symptoms and treatment. 	<p>Clear lakes, mountain tarns and free running waterways are no guarantee of no contamination.</p> <p>Reference: Mountain Safety Council: Bushcraft Manual Internet: www.kiwifamilies.co.nz/Topics/Health/Stomach+Bugs/Giardia.html</p>	
<p>Discuss the advantages and disadvantages of the following sources / methods of treating water for drinking.</p> <ul style="list-style-type: none"> • Bottled water. • Boiling. • Chemical Treatments. <ol style="list-style-type: none"> a. Commercial treatment tablets. b. Iodine. c. Chlorine. • Filtration. • Use iodine solution to treat a litre of water. Taste the result before and after some powdered fruit drink is added. • OR Use a portable water filter designed for the outdoors to collect a litre of water. Work out procedures to avoid the recontamination of the water. 	<p>The methods you use will be based on personal preference and experience.</p> <p>Practice of your chosen method before your expedition is important to achieve a satisfactory result.</p> <p>References: Mountain Safety Council: Bushcraft Manual.</p> <p>Internet: www.high-altitude-medicine.com/water.html</p>	
<ul style="list-style-type: none"> • Discuss with the Leader or Unit Executive how you can protect our waterways and water sources. 	<p>Personal toileting and washing practices can damage our environment.</p>	

Take nothing but photographs, leave nothing but.....

Overview

This module provides an overview on looking after the world around us. This should be a starting point for those with an environmental focus and is essential knowledge for all who want to enjoy our outdoors for years to come.

Requirements	Explanation	Signature & Date
<p>1. Environmental Care Code <i>Discuss with your leader:</i></p> <ul style="list-style-type: none"> - What the environmental care code is. - How the code impacts upon you personally. - The four reasons to care for the environment including aesthetic, scientific, economic and social. - How it impacts upon any journey in the outdoors. - At least two native birds or wildlife you may see on your journey. - Ways to maintain water quality. - How to avoid damaging the environment and tips to keep New Zealand beautiful. - Avoiding diseases such as Cryptosporidium or Giardia and how to gather safe drinking water. <p>2. This water tastes funny <i>Explain to your leader:</i></p> <ul style="list-style-type: none"> - Where to wash items. - How far from streams to empty dirty water. - What detergent should or should not be used in the bush. - How to choose a toilet. - Distance from waterways for a toilet to be dug. - When to dispose of human waste. - How to minimise water pollution in the outdoors. <p>3. Maori World View <i>Examine with your leader:</i></p> <ul style="list-style-type: none"> - The earth's creation story. - The major characters in that story. - The unbreakable bond between mother and child. - The responsibility to protect the land. 	<p>The environment is a fragile place to be imposing yourself upon. Learn how to respect it and why we should be looking after it for future generations.</p> <p>References and external standards:</p> <p>Mountain Safety Council: <i>Bushcraft Manual.</i></p> <p>Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains Field Guide.</i></p>	

My footprint

Overview

We are being told we are exceeding the rate at which nature can repair the damage our lifestyle is inflicting on our world. The Kyoto Agreement to reduce carbon dioxide emissions has implications for all of us.

The world's resources are finite. Are we using more than our share or are we leaving plenty for our generations to come?

Requirements	Explanation	Signature & Date
<ul style="list-style-type: none"> Select one of the many footprint questionnaires available on the web that is relevant to New Zealand and to you Venturer Unit members. In the week prior to this module have all members of your Unit complete the questionnaire. 	<p>References and external standards:</p> <p>Search for "Carbon Footprint Questionnaire"</p> <p>http://www.foodcarbon.co.uk/calculator.html</p> <p>There are many sites to choose from.</p>	
<ul style="list-style-type: none"> At your next unit meeting, report on the results of the questionnaire and lead a discussion and whether or not we as individuals should be doing anything to help minimise the global warming problem, and if so, exactly what? 		
<ul style="list-style-type: none"> Decide what you personally are going to do, if anything, and discuss your decision with the Venturer Leader. 		
<ul style="list-style-type: none"> Keep a log of your activities and achievements and after three months, report back to the Unit on what you personally have achieved during the period, and how you feel about the results. 		

Reading the Weather

Overview

The weather has a major impact on activities in the outdoors. New Zealand's weather can change dramatically in a few minutes, putting poorly clothed people in the outdoors at risk of becoming exhausted and hypothermic. Usually, you can't run for cover.

Obtaining forecasts and learning to read the signs and interpret weather patterns will minimise your chances of being caught. Understanding the weather is a lifetime process.

Requirements	Explanation	References and external standards
Understand what influences our weather.	New Zealand's narrow north south orientation cops most of the prevailing west to east weather systems.	Mountain Safety Council: <i>Bushcraft Manual.</i> Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains.</i> NZ Meteorological Service.
Know the elements of weather: <ul style="list-style-type: none"> • Rain and snow. • Temperature. • Wind and cloud. And the effects they have on where we are.	These are the elements that affect us. They vary from north to south, summer to winter, sea level to mountain, plain to ridge. What is the environmental lapse rate? What height generally is the bush line in New Zealand?	Mountain Safety Council: <i>Bush craft Manual.</i>
Learn how to observe the weather: <ul style="list-style-type: none"> • High-cloud signs. • Low-cloud signs. 	In the outdoors, you often can't see much of the sky because of the trees. When interpreting weather signs, think about the cloud and wind together, and note any gradual changes.	Mountain Safety Council: <i>Bush craft Manual.</i>
Know how to read weather maps: <ul style="list-style-type: none"> • Pressure systems. Isobars. Fronts. • Fine weather Mist Dew and frost • Deteriorating weather as the front approaches in the front • Improving weather 	Just like reading a topographical map only the contours are isobars Once understood and combined with an understanding of how different the weather can be on the other side of the ridge you can plan your journey to take best advantage of the forecast weather.	NZ Meteorological Service. Australian Bureau of Meteorology. DOC. Local newspapers. Mountain Safety Council: <i>Bushcraft Manual.</i>
Know the types of weather forecasts: <ul style="list-style-type: none"> • General forecasts. • Mountain forecasts. • Long-range forecasts. And where and when you can get them.	We are well serviced by forecasts but we need to understand the limitations of each. River flows are also available from Regional Councils.	NZ Meteorological Service. Australian Bureau of Meteorology. Television. DOC. Mountain Radio. NIWA. www.fencepost.co.nz www.sunrockice.co.nz

My Rights, My Obligations

Overview

There are 21 sections listed below that many citizens will wish they had a better understanding of. Select 8 or more of these topics and research them using the references supplied, plus any other sources of information you may find.

Discuss your understanding of these 8 topics with your Venturer Leader or an adult of the VL's choosing plus the Unit Executive and show that you understand the laws and rules correctly. You may if you wish present a training session to your Unit members on your research and do your best to answer their questions. This is a great way for you to learn and remember the topics.

Requirements	Explanation	References and external standards
<p><i>Requirements: See above.</i></p> <p>Dealings with the Police</p> <ol style="list-style-type: none"> 1. If stopped-why stopped/am I under arrest. If not then can walk away. 2. If driving a car in possession of a firearm or under suspicion you have to give name address or date of birth and can be arrested if you refuse. 3. Police must show ID 4. If arrested don't struggle so that it can be sorted out later. To resist arrest is an offence in itself. 5. If arrested Police must inform you that(a)are not obliged to say anything. (b) right to consult a lawyer without delay (c)reason for arrest 6. If under 17 Police must take home or contact parents and caregiver. If under17 parent or support or lawyer must be present. <p>Search</p> <ol style="list-style-type: none"> 7. Police can search with your consent unless search is for drugs. 8. Following arrest can be photographed and fingerprinted . 9. If injured you can lodge complaint to Police Complaints Authority and ask for Officers name and number. <p>Arrest without Warrant</p> <ol style="list-style-type: none"> 10. For disturbing peace. 11. Any offence punishable by imprisonment 12. Where good cause to suspect the above in commission of an offence. 13. Obstruction of Police after warning. <p>Bail</p> <ol style="list-style-type: none"> 14. If arrested always ask for Police Bail. <p>Private Property</p> <ol style="list-style-type: none"> 15. Police have a right to enter into your private property if found an offence being committed on the premises or in fresh pursuit. <p>Blood Samples</p> <ol style="list-style-type: none"> 16. Police need consent of parents if under 17 but over 14 to take blood samples. <p>DNA Test over 17</p> <ol style="list-style-type: none"> 17. Do not have to give a DNA sample unless Police obtain an Order from the High Court (possible future change). <p>Driving</p> <ol style="list-style-type: none"> 18. Blood testing under Land Transport Act 1998 NB Under 20 150 Micrograms per litre of breath or 20 millilitres per 100 millilitres of blood. 19. Initial breath screening (not an offence to refuse this) followed by Evidential Breath test) 20. If test positive have right to request a blood test within 10 minutes if the evidential test gives a result of up to 600ml per litre N.B. lower breath test Blood may be taken at hospital after an accident. 	<p>Explanation:</p> <p>To have a clear understanding of rights and obligations under:</p> <p>(a) Criminal & Traffic laws</p> <p>(b) Civil Law with regards to:</p> <ol style="list-style-type: none"> i. Employment-issues ii. Consumer rights iii. Copyright iv. Motor vehicle purchase v. Age of consent vi. Tenancy agreements vii. Fencing Agreements viii. Noise Control 	<p>References and External Standards:</p> <p>Bill of Rights Act</p> <p>Summary Offences Act 1981</p> <p>Land Transport Act 1998</p> <p>Credit Contracts and Consumer Finance Act 2003</p> <p>Consumer Guarantees Act 1993</p> <p>Residential Tenancies Act 1986</p> <p>Resource Management Act 1991</p> <p>Fair Trading Act 1986</p> <p>Credit Repossession Act 1994</p> <p>Lay-By Sales Act 1971</p> <p>Motor Vehicle Sales Act 2003</p> <p>Disputes Tribunal Act 1988</p> <p>Door to Door Sales Act 1%7</p> <p>Employment Relations Act 2000</p> <p>& www.consumer.org.nz and associated pages</p> <p>Microsoft R. Encarta Encyclopaedia –2005 Civil Rights & Civil Liberties</p>

Requirements	Explanation	References and external standards
<p>Licences- Restricted Licences</p> <p>21. Restriction of hours of driving & carrying of passengers.</p> <p>Employment Issues</p> <p>22. Governed by good faith, trust and confidence, expectation of reasonable performance and skill.</p> <p>Personal Grievance</p> <p>23. The worker has the right to a personal grievance to be within 90 days of the incident complained of. Procedure for this must be set out in Employment Contract</p> <p>24. Trial periods must be part of on-going arrangement and contract cannot be dismissed simply on expiry of trial period.</p> <p>Consumer Rights</p> <p>25. Right to expect goods of acceptable quality. Faulty goods if serious and can't be fixed you can return item and get cash refund. You do not have to take- a credit note. If goods can be fixed entitled to ask seller to fix problem. This must be done within a reasonable time. If goods are sold as seconds you cannot complain once the goods have been purchased. Same rights apply to sale goods and gifts provided you can provide proof of purchase from the particular shop.</p> <p>Consumer Guarantees Act</p> <p>26. This prevails over any notice by the shop attempting to exclude the operation of the Act If you change your mind most shops may have a policy on this they are not obliged to lay-by.</p> <p>27. You agree to pay for goods held on your behalf in accordance with a prearrange pattern. You are obliged to keep to those terms of payment. You can change your mind and cancel the lay-by prior to completing payment and receive your money back but the shop may deduct certain costs of maintaining the lay-by record. Price cannot be increased during the term of the lay-by.</p> <p>Consumer Problems</p> <p>28. Attempt to discuss matter with the shell or the manager or refer to the Citizens Advice Bureaux.</p> <p>29. Credit Contracts & Hire Purchase re-possession arises where you are in default of payments. Must be preceded by a prepossession notice & give 15, days to remedy. Lender has limited rights of entry to property between 6.00am. to 9.00p,.m. Mon to Sat. You must receive a copy of the prepossession notice and proof of agents authority to act. After that must receive a post possession order with 21 days giving right to reinstate agreement within 15 days by payment of outstanding monies or complete settlement.</p> <p>Copy Right</p> <p>30. You are not entitled to copy albums, tracks to CD tape or other media unless given permission by copyright holders. You can copy "Fair Use' for either criticism, research or private study but not to back up music.</p> <p>Down Load MP3s</p> <p>31. It is OK to take these to copy them provided they are part of legitimate free down loads or purchased legally. There are substantial penalties for breach of up to \$150,000.00 fine.</p> <p>Purchase of Car</p> <p>32. Purchase from dealer generally protected by Consumer Guarantees Act & Fair Trading Act & Motor Vehicle Sales Act. Private purchase does not cover these provisions but if car is seriously misrepresented then action through Disputes Tribunal. 1. Car has current Warrant of Fitness issued within 30 days unless car is clearly identified as "Where is As Is" 2. Check Register as to whether money owing car. 3. Arrange for thorough mechanical check of</p>		

Requirements	Explanation	References and external standards
<p>vehicle. Purchase from Registered Motor Dealer will avoid a number of these problem & certain information concerning the car must be disclosed in a Supplier Information Notice. Problem can go to Motor Vehicles Disputes Tribunal or regular Disputes Tribunal.</p> <p>Ages of Consent</p> <p>33. 10 years of age be charged with a serious criminal offence murder or manslaughter. 12 drive or ride- a tractor on a farm. 14 baby-sit (in general), be prosecuted in a Youth Court (up to 16). Buy fireworks. 15 hold a Learner Driver License, be responsible for wearing a seat belt, work in a factory steer a beat capable of 10 knots or more. 16 leave school, leave home without permission, be paid the minimum age, get a passport without parental consent, have consenting sex, apply for a fire arms licence. 17 be prosecuted in the District Court. 18 claim for money owed, bet on races, make a will, borrow money, buy an instant lottery ticket, obtain a credit card, drink on licensed premises, vote, enlist in the Armed Forces without parental consent, get a Heavy Traffic Licence, own an air gun without holding a Fire Arms Licence. 19 join the Police. 20 is legal adult age.</p> <p>Tenancies</p> <p>34. Agreement - give terms of tenancy, fixed, periodic, or service tenancy arising under employment.</p> <p>35. Bond payments & rent not to exceed 4 weeks in all. Tenants Notice to Quit requires 21 days notice. Landlord must give either. 42 days or 90 days if not required for sale or family use. Tenants obligations are to pay rent, keep property in order, not breach terms of agreement, keep property clean and tidy. No right to demand key money.</p> <p>Noise Control</p> <p>36. Noise Control officers can require you to turndown noise level if party gets out of hand and in default can return to impound your equipment. These provisions arise out of the Resource Management Act.</p> <p>Banking & Insurance</p> <p>37. If cannot resolve problem can have recourse to the Banking & Insurance Ombudsman.</p> <p>38.</p>		

International Awareness

Overview

To create the awareness and knowledge of New Zealand's role and position in the global community, and how as an individual, and together with Venturer Unit members, an active and positive role in the wider international Scouting community can be fostered.

This Module may be best worked on as a Unit Project or with a small group of Venturers. When completed, present your thoughts and findings to the Venturer Leader or a person nominated by the Venturer Leader and satisfy them that you have all thought through the issues and completed the practical requirements.

Requirements	Explanation	References and external standards
Share ideas and experiences on current world and community issues affecting young people in different regions of the world.	Arrange a forum session / discussion with an independent facilitator with background experience in foreign affairs to speak to the Unit.	
Consider ways of strengthening national youth policies and training young people for "world citizenship".	Arrange a forum session / discussion with independent facilitator with background experience in working/studying overseas to speak to the Unit.	
Discuss role of United Nations, Commonwealth Secretariat, APEC, CER (Australia), and South Pacific links to New Zealand – how these organizations and groupings can benefit New Zealand, and the status of New Zealand as a member of each.	Invite a speaker from external agency with knowledge from working for one of these groups or who has attended and participated at such regular gatherings and ask them to speak at a Unit Meeting.	
Discuss/consider how youth involvement in the GAP year programme following secondary school can enhance knowledge and understanding of other countries and cultures.	Invite returned student to meet with Unit and tell their story, and their experiences and gains from year away from NZ.	
Participate in projects that assist and support overseas communities and agencies, which provide aid and resources.	Unit to contact service agencies - e.g. Red Cross, Save the Children Fund, NZ Leprosy Mission – to determine projects Unit can support, and then develop on-going strategy for support in the most appropriate means.	
Learn about world and regional Scouting events such as; <ul style="list-style-type: none"> • Asia Pacific Regional Conference / Youth Forum (3 years) • World Scout Conference / Youth Forum (3 years) • World Jamboree / Moot (4 years) 	Invite Venturers who have attended such gatherings in earlier years to meet with Unit and outline how input can be made and benefits achieved.	
Establish a link individually or as unit with other young adults in Scouting in other countries through "pen-pal" / Scout Link system.	There are regular requests for links from Scouts in other countries to learn more about another country – can be at Unit or individual level, and could also lead to assisting a Cub Pack or Scout Troop to establish a link and sharing of programme details and activities. Report on the outcome of this activity.	
Learn individually or as unit, Maori songs, games, and understanding of traditions and folk-lore to then be able to perform and/or make presentation when travelling in another country as member of group or individually.	Demonstrate what you have learned to the VL and Unit Executive.	

My Community Module

Notable community leader

Overview

There are often a number of notable people living in each community. Many of them have been awarded a service medal by the Government as a result of citizens nominating the person for the award.

Requirements	Explanation	Signature & Date
<ul style="list-style-type: none"> By asking others, find someone who lives in your community or another community nearby who has a leadership role such as Mayor, Chairman of the District Council or Environment Council or the District Health Board, Water Board or a similar role in industry. 	<p>Become aware of these people. They have a lot of life experience and we can learn a lot from them and their achievements.</p> <p>References and external standards:</p> <p>Local Libraries and the Internet, Citizens Advice Bureaus etc.</p>	
<ul style="list-style-type: none"> Find out what they are responsible for and how long they have had that responsibility. Note down the key tasks and responsibilities they tell you about. 		
<ul style="list-style-type: none"> Find out what achievement they are the most satisfied with and how long it took them to achieve a result. 		
<ul style="list-style-type: none"> Endeavour to determine what sort of person the notable figure is. Are they quiet and retiring, determined and demanding, outgoing and friendly, or perhaps reserved and aloof? Given what you find, work out what sort of leader you think they are? Directive, Consultative, Charismatic, Quiet and Persuasive etc. How do you think they get others to commit to their cause and help them achieve their organisation's goals? 		
<ul style="list-style-type: none"> Assemble all this information and make a report, both visual and verbal, to the Venturer Unit at a regular meeting. 		

Voting and elections

Overview

At regular intervals, all New Zealand citizens over a certain age are required to elect members for a Central Government or a Local District or Regional Council.

What do you know about this privilege and the part it plays in a democracy?

Requirements	Explanation	Signature & date
<p>Research the following and note down the information you find.</p> <ol style="list-style-type: none"> 1. How often do the people of New Zealand elect a government? 2. At what age are you eligible to vote in an election for a Government? 3. What obligations if any do citizens have in respect to elections? 4. Where is the nearest Electorate Office? 5. Who is the local Member of Parliament? 6. How many days a week and a year is the House of Parliament in session? 	<p>Electing a Government is a basic right for those of us fortunate enough to be living in a democracy. We should all understand what these rights and obligations are.</p> <p>References and external standards:</p> <p>Internet and the Internal Affairs Dept of the NZ Government in particular.</p>	
<ul style="list-style-type: none"> • List all the parties who stood for election at the last election or are standing at the next election if it is fairly soon. 		
<ul style="list-style-type: none"> • Prepare a brief report on what you think each party in the election believes and stands for? 	<p>Found on the internet (The document they issue is often called a "Manifesto").</p>	
<ul style="list-style-type: none"> • Give a 15 minute talk to the Unit about your findings. 		
<ul style="list-style-type: none"> • Explain to the Unit why it is considered important that people vote and outline what could eventually happen to a country if enough people decide not to vote. 		

Me a leader? Return to your roots

Overview

All voluntary organisations depend on people to step up and take a leading role so that the organisation is able to achieve its goals. What is it that makes them do this? What is it that enables them to keep doing this voluntary role as well as working full time at a career?

Requirements	Explanation	Signature & Date
<ul style="list-style-type: none"> Interview a leader in any voluntary organisation and try and determine what it was that made him or her accept the role and keep doing it. Find out when he or she first started to take up leadership tasks and challenges. 	<p>Learn more about leadership and see what opportunities might arise if you follow them.</p> <p>References and external standards:</p> <p>Senior leaders in Scouting, St John Ambulance, at work and in other organisations.</p>	
<ul style="list-style-type: none"> At some stage in your life you are likely to have played a leading role no matter how small, in the Unit, in Scouts, at school, at home or at sports. Write up a chart of the aspects of leadership you enjoyed. Then write down the aspects you found less enjoyable and discuss these with your leader. 		
<ul style="list-style-type: none"> Research what leadership training courses and opportunities there are available to you in Scouting, at school, or at work and list these. 	<p>References:</p> <p>Zone Training Leader, Zone Venturer Leader or your own Venturer Leader.</p>	
<ul style="list-style-type: none"> Research what opportunities there are in Scouting for you to start practising being a leader, no matter how short a time it involves. Also list what you think you could gain as a result of taking up one of these opportunities. 	<p>References:</p> <p>Group Leader</p>	
<ul style="list-style-type: none"> Discuss your findings and the information on your lists with the Unit Executive and Venturer Leader. In discussion with the Venturer leader, work out what effect gaining leadership experience at his stage of your life might have when you start to look for employment, or for promotion if you are already employed. 		

Outdoor First Aid and CPR

Overview

This certificate may be awarded if the Venturer attends and completes an Outdoor First Aid Course with an approved provider such as Mountain Safety Council. The module may also be completed in house with a suitably qualified instructor.

This module should include theoretical and practical sessions. It is strongly recommended that a refresher course is completed every two years.

Requirements	Explanation	References and external standards
Know the guidelines for Basic Life Support. – DR ABCS	This is the basis of all first aid.	Mountain Safety Council: <i>Bushcraft Manual.</i> <i>New Zealand Outdoor First Aid</i>
Complete a training session on Cardio Pulmonary Resuscitation (CPR)	To clearly understand the need for, the critical timing of and the procedures for applying CPR.	Attend a course run by a recognised authority on this topic. Instructor: I certify that has completed this module to a satisfactory standard. Signed: Date:
Assemble a personal First Aid kit. Explain the use of each item in a Party First Aid kit.	Be prepared for adventurous activities	Mountain Safety Council: <i>Bushcraft Manual.</i> <i>New Zealand Outdoor First Aid</i>
Know how to: <ul style="list-style-type: none"> • clean and treat grazes and cuts, apply simple dressings, stop bleeding by direct pressure • treat blisters • treat stings and burns • recognise and treat sprains and strains • treat for foreign bodies in eye, nose or ear • prevent and treat diarrhoea 	These are the usual first aid problems encountered on the majority of outdoor activities.	Mountain Safety Council: <i>Bushcraft Manual.</i> <i>New Zealand Outdoor First Aid</i> Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains Field Guide.</i>
Know: <ul style="list-style-type: none"> • what to do at an accident scene. Prioritise injuries, treatment and need for transport. Remember shock may be delayed, and watch for head injury symptoms • how to recognise and treat shock • how to place an unconscious patients in the recovery position • how to recognise and immobilise fractures of the ankle, lower leg and arm • have knowledge of common patient carries e.g., pack-strap carry, clothing lifts and use of sleeping mats etc. 	Accidents can happen in any situation. A broad understanding of likely situations is necessary.	Mountain Safety Council: <i>Bushcraft Manual.</i> <i>New Zealand Outdoor First Aid</i> Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains Field Guide.</i>
Know how to: <ul style="list-style-type: none"> • prevent, recognise and treat hypothermia. • recognise and treat dehydration • recognise and treat muscle cramps • recognise and treat heat exhaustion • recognise and treat heatstroke • recognise and treat frost nip (superficial frostbite) 	Early recognition and treatment of potential problems, encountered in the outdoors, of other party members is essential for the wellbeing of all party members.	Mountain Safety Council: <i>Bushcraft Manual.</i> <i>New Zealand Outdoor First Aid</i> Federated Mountain Clubs of New Zealand: <i>Safety in the Mountains Field Guide.</i>

Plumbing

Overview

Every homeowner will need at sometime in the future to deal with a number of minor emergencies relating to the plumbing system of a house.

A Venturer completing this module will be able to deal with the common mishaps and emergencies likely to be encountered in a domestic plumbing maintenance or emergency situation.

Requirements	Explanation	References and external standards
<ol style="list-style-type: none"> 1. Sketch the basic layout of the hot and cold water system of a house and label the parts. 2. Sketch the basic layout of the drainage system of a house and label the parts. Include the vent. 3. Describe what kinds of pipes are most often used in a plumbing system. Explain why they may be used. 4. Explain what you would do to stop the pipes from freezing if you lived in a cold area. 5. Demonstrate how to use a 'plunger' to free up a blocked drain. 6. Identify and describe the use of the following: a tap washer, a coupling, an elbow, a tee, a plug, a union and a waste trap. 7. Explain how you would go about adding a tee joint into a butylene water pipe line and what tool you would use. 8. Locate the Toby / Water Main Tap for your house or Scout hall. 9. Clean out the sink trap located under a sink or washbasin. 10. Replace a washer in a household tap. 11. Remove, clean and re-insert the inline filter in the hoses supplying a washing machine. 12. Replace the washer in a toilet flushing apparatus and reset the float level so that the toilet cistern does not overflow. 	<p>A practical application of knowledge needed by most homeowners.</p>	<p>Approach a local plumber for guidance and support.</p> <p>Yellowpages.</p>
<p>Explain why local health regulations related to plumbing are needed and give examples of any 4 rules, as you understand them.</p>		

Absolutely positively feeling good

Good Communication; Anger, conflict and bullying

Overview

This module is to recognise different ways to identify feelings and emotions and to help express them in a safe manner

Requirements	Explanation	References and external standards
<p>Good Communication:</p> <ul style="list-style-type: none"> • In discussion with your Unit, look at different ways to verbally express how to be heard and identify problems. • Recognise the right time to communicate your message. • Explore different ways to listen effectively. What makes anyone a good listener? • Discuss other forms of communication. <p>Feeling Good about ourselves:</p> <ul style="list-style-type: none"> • Keep a thought awareness diary for a week. • Identify Positive and Negative thoughts and Self Praise of yourself by others. • Set a daily challenge to include more self praise and record goals and success. • Introduce a reward system for meeting goals. • Learn to recognise peer pressure and prepare an action plan to handle this situation. <p>Anger & Conflict:</p> <ul style="list-style-type: none"> • Explain to another person, what you feel when you are angry. • Explore the positive and negatives in dealing with anger when: <ul style="list-style-type: none"> ~ You explode at someone around you. ~ Keep your anger bottled up. • Set in place an action plan to help yourself deal with anger. • Discuss with your unit, ways to help others deal with their anger. • Understand how to keep yourself safe when dealing with anger. <p>Bullying:</p> <ul style="list-style-type: none"> • Discuss with your unit, different ways of bullying • Compile a list of “Safe trusted” persons to support you in these situations • Have a Police Youth Education Officer or Youth Counsellor come and talk to your unit 	<p>To understand ourselves in different situations and learn to handle others and ourselves in an acceptable and mature manner.</p>	<p>NZ Police Local Youth Counsellor</p>
<p>Either individually or with not more than two other Venturers, engage in a discussion with your Venturer Leader or a person nominated by him or her and demonstrate through actions and explanations that you have developed strategies to handle each of the situations relating to the four topics above.</p>		

Performing Arts / Gang Show / Other Amateur Production

Overview

The ability to take part in a show of any sort requires an understanding of teamwork, total commitment, punctuality and the ongoing development of new skills. To succeed means you have to give it your very best “shot”.

Requirements	Explanation	References and external standards
<p>Participation: Satisfactory participation in rehearsals.</p>	<p>A Show is an activity that requires all cast be committed to an acceptable level.</p>	<p>An acceptable level of commitment would include:</p> <ol style="list-style-type: none"> 1. Good behaviour. 2. Willing participation in all requested activities. 3. Giving anything asked, his or her best effort. <p>Full active participation in their Gang Show patrol and any patrol activities (<i>Gang Shows only</i>).</p>
<p>Attendance: Attend all required rehearsals and performances.</p>	<p>An acceptable commitment will require attendance of all rehearsals and performances other than for very good reasons, such as significant illness or family bereavement.</p>	<p>Missing of more than 2 rehearsals, or any performances outside of the guidelines will mean the Venturer cannot attain this award module.</p>
<p>Performance: Complete two of the following on stage as a member of the cast.</p> <ol style="list-style-type: none"> 1. A speaking role in a sketch. 2. A solo or small group singing part. 3. Be a member of a small group dance number. 4. Play a musical instrument within any show item. 5. A solo dance number. 6. A Tabs item part. <p>Note: Two of any of the above is also acceptable.</p>	<p>The performance aspect is to establish the role is as a fully involved performing cast member, at a level above participation only in Full Cast or major group items.</p> <p>A small group would be less than 12 cast.</p>	<p>That a Venturer has been given a part or parts as described suggests that an acceptable standard has been reached.</p>
<p>Spirit: Like Scouting, there is a feeling that comes from participation in a Show. A sense of pride, loyalty & achievement.</p>	<p>The Venturer should demonstrate through their actions and the way they relate to other cast and the wider crew their understanding of this Show Spirit.</p>	<p>It will be clear to any senior Show person involved in the Show if they “Get It”.</p>

Expression Module

Cornerstone – Personal Development

Visual Arts / Plastic Arts

Overview

This module involves practical art tasks and those that show an awareness of art history and art institutions.

Three requirements should be attempted.

Requirements	Explanation	References and external standards
Visit an exhibition at a public art gallery or dealer gallery.	To look at how art works are presented in a particular space.	Discuss the nature and purpose of the exhibition and how it is related to the exhibition space, either orally or present a written report to your Venturer leader.
Choose 1 well-known non New Zealand artist. Photocopy 5 of their works to show the range of the artist's style.	To develop the skills to recognise style.	Discuss subject, colour and style of these works with others in your Venturer unit.
Produce 2 paintings, prints or sculptures in the style of the work of a famous artist.	To learn art skills by imitation.	Present the 2 works alongside copies by the chosen artist and be prepared to explain to your leader what you have done.
Devise a slide show for your Venturer unit that includes 5 works by a major New Zealand Artist.	To articulate art ideas to an audience.	Presentation, as suggested, to be made to your Venturer leader.
Research 3 different "isms" from Art History [e.g. Medievalism, Modernism]. Discover the things that made each one different and present as a 1-page summary.	To develop research skills relating to art.	Present to your Venturer leader in the form suggested.
Choose 1 well-known symbol. Find 5 ways in which it is presented.	To develop awareness of aspects of the visual environment.	Discuss your findings with others knowledgeable about visual art.

Road Safety Awareness

Overview

This certificate may be awarded if the Venturer attends and completes the requirements of the National Road Safety School. The module may also be completed without attending the National Road Safety School.

This module is about road safety awareness and is not a practical driving module.

Requirements	Explanation	References and external standards
Complete a training session on drug and alcohol awareness and explain to the Unit Executive or the Venturer Leader your understanding of the effects of these drugs on your life and the lives of others around you, particularly in respect to the safe operation of machinery.	To clearly understand the potential consequences of using drugs and alcohol when operating machinery and tools.	Attend a course run by a recognised authority on this topic. Alternatively, view and discuss a Drug and Alcohol Awareness DVD in the company of at least two others.
Undertake instruction from a mechanic or other qualified person and be able to demonstrate on a vehicle that you can competently do the following: <ol style="list-style-type: none"> 1. Check and top up the engine oil. 2. Check and top up the coolant. 3. Check and inflate the tyres to the correct pressure. 4. Check that the seatbelts are in good condition and work correctly. 5. Check that the side windows can be opened and closed. 6. Change a wheel correctly and safely. 7. Check the tread on the tyres and determine if they meet the tread depth requirements of the law. 8. Complete a simple check to determine if the brakes are working evenly and effectively. 	The intent of this requirement is to learn how to ensure a vehicle is operating safely and meets the requirements of the law. The brake check can be done by a licensed driver but the result must be judged by the Venturer.	Minimum standard would be the requirements for a Warrant of Fitness for a car. Mechanic or instructor: I certify that has completed the practical requirements of this module to a satisfactory standard. Signed: Date:
Explain to your Unit Executive or Venturer Leader why New Zealand requires all vehicles travelling on public roads to have a warrant or certificate of fitness.	Understand the legal requirements and the reasons for them.	Explanation found in the; NZ Road Code
Explain to the Unit Executive or Venturer Leader what to do if involved in an accident. <ol style="list-style-type: none"> 1. A collision with no one hurt. 2. A collision with someone requiring medical treatment. 	Understand the requirements of the law and also concern for others.	Information from NZ Police, or Transit NZ.
Complete the written NZ Drivers License test and achieve 32 correct answers out of the 35 questions available.	Practice for sitting a NZ driver's licence test.	Available from the AA or any agency that carries out Drivers Licence tests. This test may be done at a Unit Meeting. There is no minimum time requirement for completing the test in respect of this module.
Explain to the Venturer Leader or Unit Executive the conditions of both learner and restricted drivers licences. Explain why these conditions are applied and the consequences of not complying with them.	To make sure you clearly understand your obligations to the community in terms of the safety of yourself, your passengers if any, and to other motorists.	Available from the AA or any agency that carries out Drivers Licence tests.

Sexual Safety

Overview

This module should provide both male and female Venturers the ability to be confident and safe when having sex. It also covers the basics to periods and how to avoid contracting Sexually Transmitted Diseases.

This module may be worked on individually, but is probably best done in a small group or with the whole unit involved.

Requirements	Explanation	References and external standards
<p>1. Condoms <i>Seek help from a health professional and discuss with them:</i></p> <ul style="list-style-type: none"> - The effectiveness of condoms when compared to the pill. - What different varieties can offer you and your partner for protection (e.g.: Spermicide). - How to use a condom correctly and then ways to dispose of it after use. - Looking after condoms, such checking for expiry dates, ways to store them, and why we only use them once. - Where to go and get your condoms for free. <p>2. Female contraceptives <i>With your leader and health professional:</i></p> <ul style="list-style-type: none"> - Explain the differences between the pill, Emergency Contraceptive, Depo-Provera and Intrauterine Contraceptive devices (IUD). - Discuss the effectiveness of each option and which one is the most appropriate for your situation. - Discuss how to obtain Emergency Contraception and when to use if it necessary. - Explain why the IUD may not be the best for young women and how it operates. <p>3. Periods</p> <ul style="list-style-type: none"> - Understand what a period is and how they occur. - Discuss period pain and ways to minimise it during periods. - Explain what to do if your period stops and several reasons why this may occur. - Know when periods should start and finish, as well as what effects contraceptives may play on a cycle. - Discuss how to be prepared for a period and what to do when one arrives, including tampons, pads, and liners. - Understand what PMS and Toxic Shock Syndrome is. <p>4. Sexually Transmitted Diseases <i>With your leader and health professional:</i></p> <ul style="list-style-type: none"> - Discuss the effects of at least three STD's on your body. - Explain the symptoms of those STD's and how to give yourself an early warning. - Understand how to protect yourself from exposure, or limiting exposure to others if you may have an STD. - Discuss what may happen in the future if the STD is not addressed. - Know where to go for help if you think you have a STD. 	<p>The best way to protect yourself is not to have sex. But when the time comes you need to know how to protect yourself from the potential risks and dangers associated with unprotected sex.</p> <p>Unless you intimately know your sexual partner, you should be always on the lookout for those potential dangers.</p>	<p>Pharmacy Guild of New Zealand</p> <p><i>Straight answers to curly questions</i></p> <p>Your local clinic</p> <p>Youth Workers and nurses</p> <p>Look under "Sexual Health Services" in the phone book</p>

Venturer Award – Junior Leader Option

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
OUTDOORS CORNERSTONE		Date:
<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. 	Learn about Scouting and Venturing in particular. REFERENCE: <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. 	This module may be credited toward the modules required for Bronze Award. REFERENCE: <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

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
OUTDOORS CORNERSTONE	Signed Off:	Date:
<p>Campcraft</p> <ul style="list-style-type: none"> Complete one "Campcraft" module of your choice. 	<p>Camp craft modules are designed to teach essential camping skills. Can be completed either on your own, with your unit, or a team of friends.</p> <p>REFERENCE: Group Leader.</p>	
<p>Outdoor Skills</p> <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. The concept modules test knowledge, whereas the practical modules test knowledge and skills. 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. www.challengenz.org.nz 	
<p>Environment</p> <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. Can be completed either on your own, with your unit, or a team of friends.</p>	
<p>Expeditions</p> <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. These can include tramps, kayak trips, sailing or bike rides - but they must be completed under your own 'steam'. (No motorised transport). 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. <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 Young New Zealanders Challenge. www.challengenz.org.nz 	

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Bronze Venturer Award – Junior Leader Option *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
COMMUNITY CORNERSTONE		Date:
<p>Helping Others</p> <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. 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>	

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
COMMUNITY <i>continued</i>		
<p>My Community</p> <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. 	
<p>Emergency Preparedness</p> <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. 	
<p>Our World / Our Country</p> <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

Bronze Venturer Award – Junior Leader Option *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
PERSONAL DEVELOPMENT CORNERSTONE		Date:
<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"> Young New Zealanders Challenge. 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 the Road Safety Module. 	<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>REFERENCES:</p> <ul style="list-style-type: none"> Driving Schools. Police Traffic Safety. 	
<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>	

Continued overleaf

Bronze Venturer Award – Junior Leader Option *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
PERSONAL DEVELOPMENT CORNERSTONE <i>continued</i>		Date:
Discovery <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. 	Develop your programming skills. REFERENCES: <ul style="list-style-type: none"> Zone training calendar. Zone Training Leader. 	

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
NEW EXPERIENCES CORNERSTONE		Date:
Special Activity <ul style="list-style-type: none"> Complete a Venturer “Velocity” course. 	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. REFERENCES: <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. or. <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. 	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. National Schools available to Junior Leaders include Canoe School, Caving School, Mountain-craft School, Photography School, Snow School, and Walsh Memorial Scout Flying School. REFERENCES: <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

- The Bronze Venturer Award may be started at the discretion of the Group Leader prior to completion of the Venturer Award.
- To be awarded the Bronze Venturer Award the Junior Leader must have completed the Venturer Badge.
- Refer to your Young New Zealanders Challenge (YNZC) coordinator for cross crediting requirements prior to starting the service, physical and skill projects.
- 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

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
OUTDOORS CORNERSTONE		Date:
<p>Campcraft:</p> <ul style="list-style-type: none"> • Complete one "Campcraft" 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>	
<p>Outdoor Skills</p> <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. • Young New Zealanders Challenge. www.challengenz.org.nz 	
<p>Environment</p> <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>	
<p>Expeditions</p> <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>	

Continued Overleaf

Silver Venturer Award – Junior Leader Option, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
OUTDOORS CORNERSTONE		Date:
<p>Expeditions, <i>continued</i></p> <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>	<p>REFERENCES:</p> <ul style="list-style-type: none"> Department of Conservation. Coastguard. Young New Zealanders Challenge. www.challengenz.org.nz 	

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
COMMUNITY CORNERSTONE		Date:
<p>Helping Others</p> <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>	
<p>My Community</p> <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>	
<p>Emergency Preparedness</p> <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. 	
<p>Our World / Our Country</p> <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

Silver Venturer Award – Junior Leader Option, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
PERSONAL DEVELOPMENT CORNERSTONE		Date:
Physical <ul style="list-style-type: none"> Undertake and complete at least 15 hours of physical recreation spread over at least 15 weeks. 	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. REFERENCES: <ul style="list-style-type: none"> Young New Zealanders Challenge. 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. Or <ul style="list-style-type: none"> Attend Module 4 of the Adult Leaders Training Scheme ‘Working with Teams, Youth and Adults’. 	Can be completed either on your own, with your unit, or a team of friends. REFERENCES: <ul style="list-style-type: none"> Police. Youth Helpline. Community health nurse. 	
Personal Safety <ul style="list-style-type: none"> Complete the Sexual Safety module. 	External providers may provide a means for an open discussion on topics that unit members may be reluctant to raise.	
Expression <ul style="list-style-type: none"> Complete an “Expression” module of your choice. 	Can be completed either on your own, with your unit, or a team of friends. A presentation on your journey using a variety of technology and media could be an ideal subject for the “ <i>Expression through Technology</i> ” module. Your presentation should be made to the Group Leader.	
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>	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 Group Leader. Where possible you should aim to achieve a certified level of skill and have the certificate presented.	

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
NEW EXPERIENCES CORNERSTONE		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: <ul style="list-style-type: none"> Zone Venturer Leader for advice on dates. 	

Continued Overleaf

Silver Venturer Award – Junior Leader Option, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURES
NEW EXPERIENCES CORNERSTONE		Date:
<p>Special Event</p> <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

1. May be started, at the discretion of the Group 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 YNZC 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

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
OUTDOORS CORNERSTONE		Date:
Campcraft <ul style="list-style-type: none"> Complete one "Campcraft" 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 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 <i>Complete either the Expedition or Exploration requirements (overleaf).</i> <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. Young New Zealanders Challenge. www.challengenz.org.nz 	

Gold Venturer Award – Junior Leader Option, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
OUTDOORS CORNERSTONE		Date:
<p>Exploration Option Complete either the Expedition or Exploration requirements.</p> <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>	

REQUIREMENTS (What to do)	EXPLANATION (Why)	REFERENCES
COMMUNITY CORNERSTONE		Date:
<p>Helping Others</p> <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>	
<p>My Community</p> <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>	

Continued overleaf

Gold Venturer Award – Junior Leader Option, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
COMMUNITY CORNERSTONE		Date:
<p>Emergency preparedness</p> <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>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/memweb/site.nsf 	
<p>Our World / Our Country</p> <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. You are also expected to help lead the module if appropriate.</p>	

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
PERSONAL DEVELOPMENT CORNERSTONE		Date
<p>Physical</p> <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. ○ Young New Zealanders Challenge. www.challengenz.org.nz ○ SPARC website. www.sparc.govt.nz/pushplay-overview 	
<p>Social and Life Skills</p> <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. 	
<p>Personal Safety</p> <ul style="list-style-type: none"> • Plan, prepare for and complete a discussion with your unit on the alcohol and drug related challenges as they relate to youth. 	<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 Aid. ○ Lifeline. ○ Alcohol & Drugs Helpline. 	

Continued overleaf

Gold Venturer Award – Junior Leader Option, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
PERSONAL DEVELOPMENT CORNERSTONE		Date
<p>Expression</p> <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>	
<p>Discovery</p> <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. Young New Zealanders Challenge. www.challengenz.org.nz 	

REQUIREMENTS (What to do)	EXPLANATION (Why)	REFERENCES
NEW EXPERIENCES CORNERSTONE		Date
<p>Special Activity</p> <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

1. May be started, at the discretion of the Group Leader prior to the completion of the previous level.
2. Refer to Direct Entries page for additional requirements for direct entrants to Gold Venturer Award.
3. Refer to your YNZC 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

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
COMMUNITY CORNERSTONE		Date:
<p>Scout Service Project</p> <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>	
<p>Special Activity</p> <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>	

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
NEW EXPERIENCES CORNERSTONE		Date:
<p>Future Endeavours</p> <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. 	

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Queen's Scout Award – Junior Leader Option, *continued*

REQUIREMENTS (What to do)	EXPLANATION (Why)	SIGNATURE
PERSONAL DEVELOPMENT CORNERSTONE		Date:
<p>Queen's Scout Panel Have a discussion with the Queen's Scout Panel about the completion of your award including:</p> <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. 	<p>All other requirements for the Queens Scout Award must be completed prior to attending the Queens Scout Panel.</p> <p>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.</p> <p>The panel will be convened by your Leader at your request and in consultation with your Leader.</p> <p>This friendly discussion looks at:</p> <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. 	<p>Refer to the Zone Venturer for guidance.</p>

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 YNZC 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.

Venturer Award Scheme 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
Campcraft module	
Outdoor Skills	
Environment module	
Expedition (1 night)	
Awarded	

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

GOLD VENTURER AWARD	
Requirement	Date Achieved
Campcraft 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 Health 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	