

Venturer Skills Award Program

The Venturing Skills Award is the first step towards the Queens Scout Award. It is important that ALL Venturers qualify for this award because it is the minimum requirement for many Branch activities such as Jamborees, Ventures and **Dragon Skin**. The Venturing Skills Awards involves demonstrating knowledge and competency in three areas:

1. Bushwalking
2. First Aid
3. Award Scheme

To qualify for the Venturing Skills Award, Venturer Scouts shall:

1. Bushwalking

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

- The correct equipment to be taken and how it should be packed including; clothing, footwear, sleeping gear, food and water containers and wet and dry gear.
- How to pitch and strike a tent and fly, explain factors in choosing a tent site, and the correct care of a tent, fly, poles and pegs during the journey and upon return home
- The Planning of a menu, including quantities for the expedition to achieve a well balanced meal using light weight components
- Knowledge of fire precautions and restriction and the correct way to extinguish a fire.
- Show how to light a fire in adverse conditions.
- Build and light a fire in open conditions and cook a sustaining, well-balanced meal on it. Show the correct method of rubbish disposal.
- How to tie, and show the practical use if, four knots or rescue devices chosen by the unit from the unit's activities
- How to read a map and orient it both by compass and visible features
- Be assessed in the above skills by the Expedition leader.

2. First Aid

- Be able to explain the major principles of casualty treatment
- Demonstrate the following:
 - Treatment of hypothermia and hyperthermia
 - Treatment of major bleeding
 - C.P.R.

Award Scheme.

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

Approval of the Unit

The associated Pages that you can down-load provide information on the requirements and the knowledge that you require.

How to get it done

We run the Venturer Skills Award Program as a course. Check the website and events calendar for the next available course. Ideally you are expected to complete this award within three months of joining the Unit. You can begin the Award before you are invested.

The course we run is structured like this:

1. Theory

There are a number of downloads on our website which relate to the Venturer Skills Award. These need to be downloaded and put in your Venturer Skills Program.

2. Theory Night

This is a night where we go through the Venturer Skills Award requirements. If you achieved the Adventurer Level Award or higher in Scouts you might be eligible for some exemptions.

3. Skills Test

This is a night which focuses on the skills necessary to participate in the hike.

4. Hike

An expedition of at least two days to put your new skills to the test. Each candidate for the Venturer Skills Award should have an opportunity to demonstrate their skills during this expedition.