

## GUIDELINES FOR EXPEDITIONS

### 1. INTRODUCTION

The following guidelines are approved by the Victorian Venturer Council to ensure that there is clarity and a level of consistency in what is required for a Venturer Award (VA) and Queen's Scout Award (QS) of the Expedition activity areas.

**They offer guidance to all people in the Expedition process to ensure the Expedition is conducted in a safe, challenging and enjoyable manner.**

In *Our Program* implementation in Victoria, the equivalent level to QS Expedition is the **Adventurous Journey**. *It is about applying skills and knowledge, and taking the opportunity to enjoy nature and its beauty, whilst simultaneously achieving a recognised outcome. It is what is learnt along the way that is just as important as the end result.*

Expeditions in Venturers can take many shapes and forms which allow them to be an intrinsic part of Venturing and a young person's social, emotional and physical development. Some young people in Venturer Scouts, based on individual needs are unable to participate in a traditional expedition and Units with the support of Zone/District Venturer Council (Z/DVC) are encouraged to support these members to participate in an adapted, modified or alternative version of an exploration / Expedition activity. Venturer Scouts might seek this alternative to accommodate disability, medical or additional needs, to support the inclusion of members of all faith communities, or young people who require special consideration around family or community circumstances.

Units should be lead in this process by the youth member with support and guidance from the Venturer Scout's parents/guardians. Once the adapted, modified or alternative version of an exploration / Expedition activity is ready for proposal, it will need consultation with the District/Zone Leader – Venturer Scouts [D/ZL(VS)]. As part of this process, additional consultation with the Venturer Scout Commissioner – Region (VSC-R) may be required to approve a variation to the Award Scheme requirements. In this process, the voice of the youth member must guide and have a voice in all considerations and Units, Z/DVC's and Leaders in this process should uphold the inclusive environment of Scouts Victoria, as well as the Scout Promise and Law including their focus on respect and personal best.

### 2. EXAMINERS

- should ensure that the Venturer Scout and the Leader have a clear understanding on what is required for a particular expedition, that all the pre-requisites are met (training, first aid, etc.), and that the Examiner and Venturer Scout have agreed on the type of report for that expedition
- must be approved by the Unit Council and endorsed by the Z/DVC.
- where an approved Z/DVC Examiner is used, it should be only noted by the Z/DVC
- where the D/ZL(VS) is the nominated Examiner, it is desirable that they consult other relevant experts to assist them with setting of the pre-determined expedition objectives
- should be confident the Team can navigate by map alone or by map and compass or GPS (in an emergency) of a standard appropriate to the terrain to be covered
- must be satisfied that the equipment knowledge and skills of **all** members of the party are adequate for the safe completion of the Expedition before the journey commences.

***The scope of requirements for both Venturer Award and Queen's Scout Award levels are covered in the Venturer Scout Record Book as the definitive reference.***

The Venturer Scout **Badge Activity Statement** (if used) should be completed to outline the Expedition scope and a journey brief including:

- the type of Expedition they will undertake and dates and where it will take place
- a clear outline of preparation with individual parts examined and passed by the VSL, AVSL or Examiner
- having appropriate training for all Team members to at least to the requirements of the Venturing Skills Award
- outlining all details of the expedition, along with a summary of the menu, equipment, risk assessment, route and expected type of report
- a map appropriately marked, including escape routes and overnight stops
- a cross section of the route to be prepared for all bushwalking expeditions (Naismith's Rule or equivalent)
- any specialised training e.g., certificate of competency for appropriate level of water activities, horse management, river crossing techniques, snow survival, cycle maintenance, etc.
- e-learning modules from Scouts Australia may be helpful for specific types of journey
- any necessary permits are submitted and authorities notified of your intentions (e.g. notification of police, Parks Victoria, etc.)
- safety and emergency procedures including the selection of escape routes. This must also take into consideration of bushfire dangers, floods, etc
- the Examiner reviewing and either approving or suggesting modifications to the trip.

### 3. HOW MANY TEAM MEMBERS CAN QUALIFY?

The Victorian Venturer Council allows all Venturer Scouts participating in an expedition to receive recognition for the Award Scheme at Venturer Award level:

- for Queen's Scout level, not more than half of the party may qualify for the QS Expedition Award level, although other party members can be credited for Venturer Award level providing they carry out any assigned reporting details set by the Examiner
- that all Venturer Scouts qualifying for the Award Scheme must have displayed a high and equal contribution to all aspects of the expedition planning and implementation. Where more than one person is to qualify for the Expeditions Award, each must show equal effort into planning, preparation and leading the journey.

### 4. GENERAL CONDITIONS:

- the party shall comprise 5 - 6 young people of Venturer Scout age only.
- lesser number will not qualify for a VA or QS Expedition
- a minimum of 3 nights out is requirement for a QS level Expedition
- Leaders or other adults may support the expedition but not participate in it. The trip is to be planned by the Venturers who must demonstrate adequate training and preparation prior to departure.
- the journey should be planned to constitute the equivalent of 6 to 8 hours/day of reasonable walking effort.
- the terrain must be unfamiliar and the route must substantially be intended for the expedition method chosen (e.g. walking tracks rather than roads for a bushwalking expedition).

Supporting an Expedition does not include:

- on-the-horizon surveillance
- camping in the vicinity of the expedition party
- carrying supportive equipment or supplies unless the expedition exceeds 5 nights or unless extreme conditions compel a shorter period. Under no such circumstances should the period be less than 3 nights for a QS expedition.

Supporting an expedition may include (*with the Examiner's approval*):

- a rescue or back-up team (if required by the Examiner or Venturer Scout Leader)
- transport to and from the expedition region
- meeting the expedition party at 1 or 2 selected check points during the expedition nights

- the provisioning of the party may occur for expeditions which are 5 nights or longer.
- all food and necessary equipment are to be carried by the party except where the Expedition will extend past 5 nights out, when a food/water drop may be arranged for the 6<sup>th</sup> or subsequent days.

## 5. TYPES OF EXPEDITIONS:

- an overnight hike to Venturer Award (2 days, 1 night) or Queen's Scout Expedition (4 days, 3 nights)
- 3 separate canoe trips, each of 2 days duration to qualify for the Queen's Scout level Expedition
- 4 day cycle expedition for the Queen's Scout level Expedition
- 2 day horse trek for the Venturer Award level Expedition.

Some other examples include:

- planning, doing and reviewing a team's involvement in the Massive Murray Paddle
- hiking the Overland Track or even the Kokoda Track
- skiing parts of the Great Alpine Walking Trail
- journeys less about distance - riding a recumbent bicycle along the many Rail Trails
- sailing the coast or around bays or lakes in Victoria.

## 6. KEY ITEMS REQUIRED:

Route, team participants,, dates, transport arrangements, copy of permits, emergency contacts, copy of notification to authorities, contact details for team members and parents.

**7. EQUIPMENT LIST:** personal items, tentage, small portable radio, emergency beacon\*, mobile phone, GPS, spare batteries, water treatment kit. For remote or extended journeys, a Spot Tracker, Personal Locating Beacon or satellite phone may be carried. (\* - not essential where phone coverage can be confirmed).

**8. FOOD LIST:** i.e. cooked evening meal - 3 courses (soup - main - sweets)

- should in general NOT include canned or bottled foods
- encourage experimentation with foods & menus other than dehydrated foods
- water points – known & proposed
- food points/drops if for an extended hike of more than 5 days.

**9. FIRST AID:** What is expected that the party will know how to treat:

hypothermia, blisters, dehydration, diarrhoea, upset stomachs, severe bleeding, broken limbs. allergic reactions, allergies, asthma, understanding of CPR, etc.

## 10. SAFETY PRECAUTIONS:

- emergency rations (see also food list) - include food / water points, drop offs etc.
- activity limitation (i.e. adequate rest & relaxation - do not over extend or push the party too hard)
- carry copies of CareMonkey (or Personal Information Record) for all team members.

**11. SPECIAL SKILLS:** e.g. in high country areas be able to read weather conditions, white-outs, action to be taken etc. Bike hikes – temporary repairs, spares, etc.

## 12. THE REPORT

The Examiner will generally require a written/typed report at both of the award levels and especially at Queen's Scout level; the standard of work and effort expected is more detailed and should include information on the Team's planning and training, adding with photos and other images as a standard expectation/ Alternatively, the report may be verbal, audio/visual, video or other format agreed to by the Examiner and the Venturer Scout.

