



# Scouts Victoria

## Grey Wolf Adventurous Journey

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Adventurous Journeys are a way for Cub Scouts to get out, explore, and put into practice the skills they learned during their time in the Section.

When it comes to planning a journey, common discussion topics have been “*what is included in the four hours for the journey?*” and “*must the journey be a hike?*”

The journey, led by the Cub Scout, should be at least four hours but must exclude travel to the start and from the endpoint. The four hours may include reasonable breaks for snacks/lunch, opportunities to explore points of interest and a short safety briefing presented by the Cub Scout at the start of the journey.

Planning time for the journey is separate and has steps that happen well in advance, such as the Cub Scout outlining their suggested route to the Unit Council for pre-approval. After the Unit Councils' agreement, the Cub Scout will do more detailed planning and organising with support from their mentor or Leader.

The Journey does not need to be a hike, but a road trip or an organised tour for example would not be suitable. We've had journeys on bicycles, combined cycling and hiking, and even one that was based around a snorkelling adventure. If Cub Scouts are trying something new, please support them as they consider any special requirements or skills needed for attendees.