

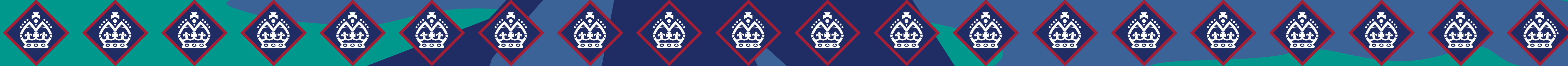
Venturer Scouts

Achievement Pathways



Scouts VICTORIA

Queen's Scout Award
Peak award



Personal Reflection

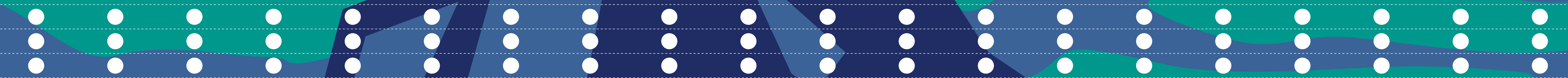
Include at least one member not from the "Home" Unit.

Leadership or Personal Development Course

At least a weekend in duration.

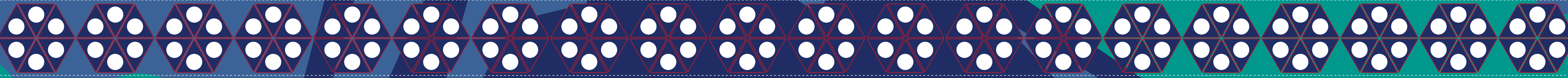
Adventurous Journey

Plan and lead a four day, three night journey.



Special Interest Areas

Complete six projects across at least three areas, 12 hours duration each.

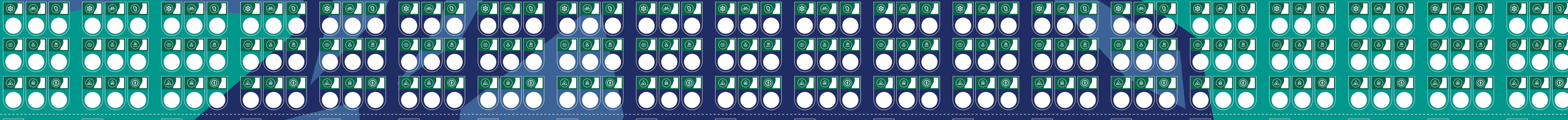


Outdoor Adventure Skills

14 progressions in total (includes Core) six of which are at stage four or higher.

Specialist OPTIONAL

Core REQUIRED
Stage five



Milestones

Milestone 1 (total 27 activities/nights):

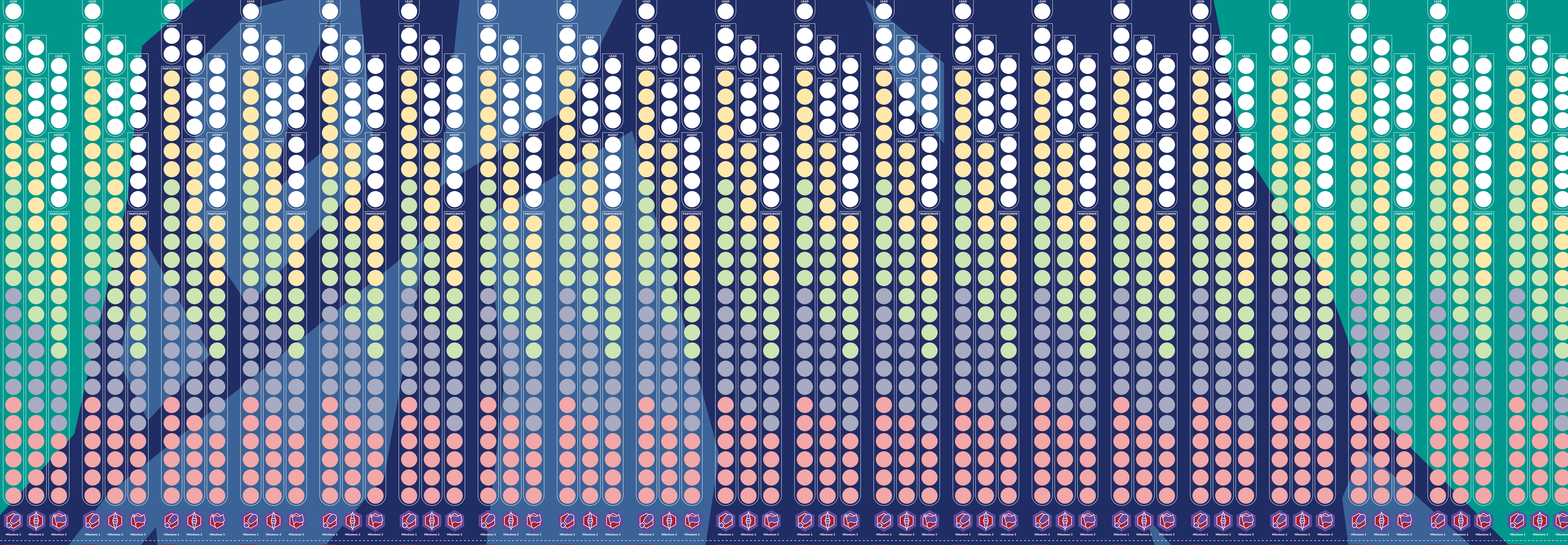
- Participate in six activities in each Challenge Area.
- Assist in two activities from any two Challenge Areas of your choice.
- Lead in one activity from any Challenge Area of your choice.

Milestone 2 (total 25 activities/nights):

- Participate in five activities in each Challenge Area.
- Assist in three activities from any two Challenge Areas of your choice.
- Lead in two activities from any Challenge Area of your choice.

Milestone 3 (total 24 activities/nights):

- Participate in four activities in each Challenge Area.
- Assist in four activities from any two Challenge Areas of your choice.
- Lead in four activities from any Challenge Areas of your choice.



Challenge areas



Program Essentials



Name

Blank space for entering the name of the participant.