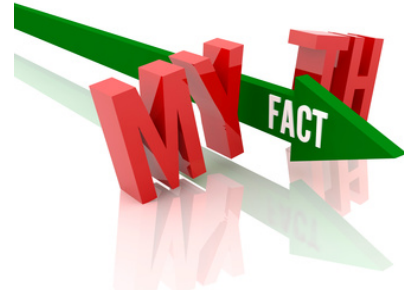


Myths, Facts & Tricks of the Venturer Scout Record Book



The maroon Venturer Scout Record Book lists a Venturer's personal record of achievement towards Venturer Award (VA), Queen's Scout Award (QS) and Endeavour Award and documents their activities, Examiners and Unit Council signatures.

It is the ultimate and DEFINITIVE source of information and expectations on the Venturer Scout Award Scheme (the Award Scheme), however, as it is a National publication, it may have slightly different interpretations depending on which State you are in and the circumstances and structures that exist to run Venturer Scouts effectively in each State.

The Victorian Venturer Council (VVC) follows National and State policy to actively discourage Zone/District Venturer Councils (Z/DVC) and Regions setting '**Local Rules**' which often place additional and potentially discriminatory burdens on Venturers.

This Guide provides some clarity to parts of the Award Scheme that experience has shown can use some clarity and interpretation to assist in guiding Venturers and Leaders through the VA or QS planning process. If still unsure please reach out to a Venturer Commissioner Region to clarify any requirements.

The *Portfolio of Evidence* booklet distributed in 2017 to all Units in Victoria will help supplement some of the vexing issues of Venturers and Leaders about the Award Scheme and what is required for the evidence accompanying the Record Book.

THE RECORD BOOK (General)

These tips will help ensure you have included the required information when the technical assessment step occurs:

- A photo of you and completed personal information on Page 7 is mandatory.
- Record and obtain signatures as you complete each activity (this will reduce stress at the end of your journey).
- Get the Unit Council to sign off your book when they approve an activity completion .
- Make sure that all lines which ask for a signature are signed and dated.
- NEVER send your Record Book away for a missing signature. Photocopy the page and post or email this to the Examiner to complete and return.
- Consider using a Badge Activity Statement form (BAS), available on the Scouts Victoria website, for all activities where an Examiner signs off your Record Book. This is insurance if you lose your Record Book or it goes through the wash!

THE RECORD BOOK (Activities)

- Read Activity requirements carefully before your start and ask your Unit Council (all references to Unit Council include the VL/AVL) if you don't understand what is required.
- Provide 4-6 dot points to outline what you are doing for the activity on relevant pages.
- Don't forget that most activities have a minimum number of hours AND a time period for an activity. If it says 10 hours over 2 months – then this is what should be undertaken.
- Some activities may be approved over a compressed time frame – but make sure your Unit Council and Z/DVC approves this IN ADVANCE. For Pursuits (VA or QS) a compressed time frames are not allowed.

- Starting and completion dates for activities – don't forget to record these!
- Compulsory school activities (where you get a mark) can't be used in the Award Scheme.
- Examiner details should be recorded on Pages 117-118 at the back of the record book.
- Generally VA and QS level activities can be started and completed in **any order**, including concurrently or even in reverse. **There are two exceptions** to this, Expeditions explicitly, or other Activity areas where the same activity is being used for VA and QS levels i.e. Pursuits.
- The only deadline for completion of the Award Scheme or any of its parts is that all physical activities are completed prior to the Venturer's 18th birthday or where the same activity is being used for VA and QS (as per previous dot point).

COURSES

- Unit Management, Leadership, Initiative, First Aid, Ideals and Youth Helper courses that are listed on Scouts Victoria website do not require pre-approval or a BAS but your Unit Council should know that you are enrolling and attending.

MEMBERSHIP

- Requirements need to be completed (Page 9), preferably by the investiture date.

VENTURING SKILLS

- This is the first award that a Venturer should be achieving after joining the Unit.
- Whilst it is highly encouraged that Venturer Skills is completed early in a Venturer's time, it is not required to be completed prior to undertaking or completing VA or QS activity areas, except for Outdoors and Expedition as it forms part of the required prior training.
- Scouts linking to Venturers with Adventurer Level Campcraft are granted Recognition of Prior Learning (RPL) for the technical skills aspects and only need to have an understanding of the Award Scheme, be able to explain the role and function of the Unit Council and be accepted by the Unit Council.
- Venturing Skills must be awarded before the Venturer Award (recognising completion of compulsory 5 and additional 2 activity areas) is completed.

EXPEDITION

- Venturers must complete (undertake and finalise with Examiner) their VA Expedition before planning and undertaking a QS Expedition.
- For VA Expeditions, all participants can qualify providing they present a proposal to their Unit Council, are involved in the planning and participation and provide an expedition report with any specific reporting requirements set by the approved Examiner.
- Whereas at QS level only half the party can qualify for QS Expedition, the other half can qualify for VA level as long as their examiner is satisfied that they have done sufficient planning, organising and reporting.
- All proposals for VA and QS Expeditions need to be presented to a Z/DVC for sourcing and/or approval of the Examiner. This should be recorded in the Unit and Z/DVC minutes.
- A **minimum** of five participants of Venturer age are required for both VA and QS Expeditions. To ensure the health and safety of all participants, smaller party numbers will not be approved for the VA and QS Expeditions and will be rejected when a QS Award is received for technical review by Venturer Scout Commissioner - Region:
 - Plan your expedition well ahead (especially if QS and 3-4 days duration). Plan for 6 (or 7) members as often people withdraw at the last moment.
 - Commit all participants to a \$20 deposit to minimise dropouts.
 - Advertise your Expedition to your local Z/DVC or on Facebook to ensure you have interest and backup member options in advance of your departure.

- Non Scouting people of Venturer age are OK if there is agreement with your Examiner, Group Leader, Unit Council and other parents. Group Leaders will require their parents to complete a Y4 form for insurance purposes.
- *The Expedition Activity Book* can help with planning and documenting your expedition.
<http://www.vicscouts.com.au/venturers/expeditions-&-outdoors/2272>

OUTDOOR

- The spirit of this award is to undertake an **exciting challenging and adventurous outdoor** activity as an individual or with a group
- All proposals for VA and QS Outdoor need to be presented to a Z/DVC for sourcing and/or approval of the Examiner. This should be recorded in the Unit and Z/DVC minutes
- Just because an activity is outdoors like swimming /basketball/football - they don't count. These are Lifestyle activities. Get the picture!

SERVICE

- Service activities are categorised as either Service within Scouting OR Service to the Community. **Venturers must complete both categories of service, one for VA and the alternate for QS.** i.e. Venturers cannot use Service within Scouting for both VA and QS (and the same applies for Service to the Community). Don't mess this up.
- The *Service within Scouting* form can assist you to record your involvement with the section you are working in (for either VA or QS). <http://www.vicscouts.com.au/venturers/award-scheme-resources/2184>
- The *Service within Scouting* form also outlines the process and hours allowed for assisting other Scouting sections at Major Events (Kangaroo/Cuboree/Jamboree, etc.)
- **You must demonstrate that you have undertaken some in-service training.**
- The Youth Helper Course is not compulsory, but highly recommended to cover the training requirement for Service within Scouting. Do it early when you start in a section to get the maximum benefit.

ENVIRONMENT

- Your report is a main part of this Award activity area, 250-300 words is required!
- Make sure that your activity for VA level covers at least four of the items outlined.
- If you attend an Environment Course, your report must be signed off by the Course Leader.

IDEALS

- Ideals Courses are a great way to complete this activity area in a weekend.
- Scouts Victoria Venturer Courses and Visits also list a number of spiritual/religious organisation visits each year.

EXPRESSION

- Lots of opportunities here with school plays, photography, poetry, etc.
- Scout Shows can be used for both VA and QS level. The Producer of each show has the requirements and should be your examiner.

LIFESTYLE

- If you are using a sporting coach as an Examiner, don't forget to get an assessment of your skills level before you start, so that they can record your improvement at the end of the period.
- Don't forget your report / discussion to the Unit on Drugs, Alcohol, etc. This one is often missed by Venturers.

ENDEAVOUR AWARD

- This Award focusses on building your specialist skills and expertise in the chosen activity and can be an alternative for a Venturer who is not aiming to complete the QS Award.

- A key aspect is taking an active organisational role in the chosen activity.
- This award builds on an activity undertaken for VA level, using the SAME activity at QS level, then completing an additional 50 hours over at least 6 months (9 months for Service).
- If Service is chosen, it must be other than in Scouting and over a time period of 9 months.
- An Approved Examiner is required to be approved prior to commencing this award.
- Venturer Award must be fully completed before earning this award.

Use these notes in conjunction with the Venturer Scout Record Book for stress-reducing involvement in the Award Scheme journey.

Victorian Venturer Council
June 2017