



Chief Scout Award

Chief Scout Award Mentors (Scouting PALs)
Explanation and Guidelines



Scouting Ireland

Message from Chief Scout

Fellow Scouts,

The founder of our movement, Baden Powell, wrote: “The secret of sound education is to get each pupil to learn for himself, instead of instructing him by driving knowledge into him on a stereotyped system” (The Scouter Jan, 1912). This fundamental philosophy is the basis of the ONE Programme. Furthermore, it is central to the Chief Scout Award.

The Chief Scout Award is about personal development. It, like all other challenges in Scouting, is centred on assisting the self-development of the young person. Each Scout must be in control of their own journey; and they, with the help of a Scouter, choose the individual tasks and challenges that will help them make progress towards the Award.

Scouting Ireland offers the Chief Scout Award to all sections. Each of the Chief Scout Awards is of equal importance; the Award is as much of a challenge for each Beaver Scout as it is for every Rover Scout. Each young person, in each programme section can enrich their scouting experience and further their personal development in an exciting and challenging way.

An important part of the Award is the link with the International Award (Gaisce - The Presidents Award in Ireland and the Duke of Edinburgh Award in the United Kingdom) for the Scout, Venture Scout and Rover Scout Sections. This link both increases the number of Scouts participating in the International Award and helps Scouts gain external recognition for the great challenges they undertake.

As Chief Scout, I wish all youth members the best on their path in Scouting and should they take on the Chief Scout Award I wish them the very best of luck. Equally, I wish the very best to the Scouters who volunteer their time to support these young people on their journey.

Yours in Scouting,

Michael John Shinnick
Chief Scout, Scouting Ireland
Patron of the Chief Scout Award

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Who is this resource for?

This book is for all Programme Scouters. The Chief Scout Award is a core element of the One Programme. As such, all Programme Scouters need to be familiar with the Award and how it operates in their section.

What is the purpose of this book?

This book is a support tool for the Chief Scout Award. It explains what the Award is, lists the requirements, has guidelines for all the aspects of the Award and refers to other materials where appropriate.

Guidelines: The majority of this book is intended to act as guidelines to assist Scouters in supporting the Chief Scout Award. Guidelines are just that, a guiding tool. Ultimately, the Scouter must employ their own judgement in the Chief Scout Award process.

Requirements: There are sections which present clear requirements, in these cases the requirements need to be adhered to strictly.

What the Chief Scout Award is:

- A superlative award in Scouting Ireland's Youth Programme
- Available for all Youth Members in all Five Programme Sections
- An award to help Youth Members in their Personal Journey through scouting
- An undertaking which will challenge the Youth Member
- A means of gaining external recognition through links with the International Award in the form of Gaisce – The President's Award (Ireland) and the Duke of Edinburgh Award (UK).
- A means to broaden programme through service, partnership, scouting skills and intercultural engagement.
- A unique educational opportunity through the use of the Scout Method to complete the Award
- A means of retaining members and attracting new members

What the Chief Scout Award is not:

- Something which is only available to a select few
- An easy or watered-down version of Gaisce or the Duke of Edinburgh Award
- An excuse for another badge on the uniform
- A replacement for the Award Scheme in a Section

General

The aims of the Chief Scout Award

The Award contributes to the self-development of young people by:

- Focusing on the Personal Journey of the individual youth member
- Being of service to the community and exploring the natural world
- Developing their skills and being active in nature and the out-of-doors
- Advancing Scouting Skills
- Experiencing other cultures and sharing time with minority groups
- Achieving a recognised Award

The components of the Chief Scout Award

It has seven elements:

- Four Special Interest Badges: Skills, Physical, Community and Environment
- Scout Skills: Advancement in Adventure Skills
- An Expedition
- A Residential/Intercultural Activity

The Ethos of the Chief Scout Award

The Chief Scout Award is about personal development. It, like all other challenges in scouting, is centred on assisting the self-development of the young person. Each Scout must be in control of their own journey; and they, with the help of a Scouter, choose the individual tasks and challenges that will help them make progress towards the Award.

While the award has specific criteria and has a more formal nature than other elements of the scouting programme, it is still a personally based challenge. The ethos of the Award is paramount. A Scouter, who is familiar with both the young person and the requirements of the Award, can ensure that the scout is sufficiently challenged and the high standards of the Award are maintained.

Where does the Chief Scout Award fit into the ONE Programme?

The Chief Scout Award is a supplementary component of the personal journey of each Youth Member, like Adventure Skills or Special Interest Badges. The Award is to be achieved by youth members participating in normal youth programme. Beaver Scouts, Cub Scouts and Scouts would start

and complete their Chief Scout Award in the last year in the Section. As the requirements for the two older Sections are more demanding, it is anticipated that they would start at a time which would realistically see them complete it in their final year in the Section.

The Chief Scout Award is a tool to assist the development of each scout and to supplement core youth programme. In all cases it should be remembered that the Chief Scout Award is not a separate element of programme, but should be completed as part of each Youth Member's personal journey and through participation in a small team and section programme. The Chief Scout Award can be used to complete the Personal Challenges of the Award Scheme of each section. The Scout Method and the Programme Cycle (Plan Do Review) are just as important to the Chief Scout Award as any other component of programme.

Gaisce and the Duke of Edinburgh Award (The International Award)

Scouting Ireland is working closely with Gaisce and the DoE Award. SI and Gaisce have a partnership agreement. This agreement is intended to increase the number of scouts participating in the Gaisce Award and gain official recognition for the work of scouts in Ireland. A similar arrangement exists in Northern Ireland for those who wish to pursue the Duke of Edinburgh Award.

The Chief Scout Award is designed in such a way that a Youth Member (Scouts, Venture Scouts and Rover Scouts only) will complete their Chief Scout Award and Gaisce/DoE concurrently. By meeting the requirements for the Chief Scout Award, a Youth Member will automatically have completed their Gaisce.

As Scouts, the focus should be on completing the Chief Scout Award. The attainment of the International Award serves as an external accreditation for the challenges undertaken. For the Youth Member and the Scouter the emphasis should always be on completing the Chief Scout Award.

Gaisce requires that trained and registered President Award Leaders (PALs) sign off on the Gaisce aspects of the Award. Chief Scout Award Mentors are Scouting PALs who will have been trained by both Scouting Ireland and Gaisce. These Scouters will support Youth Members and other Scouters. Please note that to act as a Chief Scout Award Mentor, one must have received the relevant training from both SI and Gaisce.

DoE allow anyone competent in the activity chosen by the participant, to act as an assessor & sign off on their achievement.

The general rule of thumb is that assessors at Bronze level are approved by a GL, at Silver level by a CC and at Gold by the support staff member nominated by Scout Foundation Northern Ireland.

Registration

Youth Members, in all sections, will have to register for the Chief Scout Award. They can only start the Award after they have been registered. Any activity or badge completed before that point cannot be counted towards the Award.

The registration system will be administered by National Office. The official and definitive record will be kept there. National Office will also act as the intermediary between SI members and Gaisce – The President's Award and Duke of Edinburgh Award. All forms, records, certificates and awards will be handled by National Office on behalf of the membership. and Scout Foundation Northern Ireland Office for the Duke of Edinburgh Award.

Primary Steps involved in the Registration and Administration Process

A Youth Member, with the support of a Scouter, will register for the Chief Scout Award. Registration forms can be found on scouts.ie. Rover Scouts have to complete an additional form as well.

The Youth Member, will receive confirmation from National Office, which will include their Chief Scout Award Record Book, if they do not already have one. The Youth Member and Scouter/Chief Scout Award Mentor agree on Challenges involved and path to completion. the Scouter/CSA Mentor keep track of the Youth Member's progress and support them.

When the Youth Member and Scouter /CSA Mentor are satisfied that all requirements are met, they send off a completion postcard (Beaver Scouts and Cub Scouts) or a completion form (Scouts, Venture Scouts and Rover Scouts) to National Office, or in the case of the Rover Scout Award the completion form, record book and portfolio.

For the Beaver Scout and Cub Scout Awards, the badge and certificate is sent to the Scouter for immediate presentation which is to be arranged with the Group Leader/County Commissioner, respectively. For the Scout, Venture Scout and Rover Scouts, the badge and certificate are sent to Mentor

for immediate presentation and details are forwarded regarding the official national presentation.

CSA fees: Beaver Scout/Cub Scout is €5, (no sterling equivalent) to cover postage, record book and badge/award (Replacement books are €10). The registration fee for Scout/Venture Scout is (Gaisce Rol) €10 / (DoE NI) £14. The registration fee for Rover Scout is (Gaisce Rol) €20 / (DoE NI) £20. The payment should be made payable to 'Scouting Ireland' and sent to Chief Scout Award Administrator, Scouting Ireland. Larch Hill, Dublin 16.

There are two different Chief Scout Award Record Books, one which covers the Beaver Scout and Cub Scout Award and one for the Scout, Venture Scout and Rover Scout Award. A Youth Member can be issued with a record book at any stage, if they start on another Award (e.g. Cub Scout Chief Scout Award or the Venture Scout Chief Scout Award) or if they lose their old record book (a €10 euro replacement cost will be required for lost record books). All challenges relating to the Chief Scout Award will be recorded in this book and signed off by the relevant person - a Programme Scouter for Beaver Scouts and Cub Scouts and a Chief Scout Award Mentor for Scouts, Venture Scouts and Rover Scouts. For the Rover Scout Chief Scout Award, the record book is required to be sent to National Office as part of the final report.

Items to be sent in on completion of the Award:

- | | |
|-------------------|--|
| • Beaver Scouts | contact National Office
Completion Postcard |
| • Cub Scouts | contact National Office
Completion Postcard |
| • Scouts: | Award Completion Sheets |
| • Venture Scouts: | Award Completion Sheets |
| • Rover Scouts: | Award Completion Sheets
and Record Portfolio (A
written record of all the
elements of the Award). |

Note: These completion sheets will need to be signed off by a Chief Scout Award Mentor

The Presenting of the Chief Scout Award

With the advent of this new, section-wide Award and the relationship it has with Gaisce/DoE for the older sections, clear guidelines have been drawn up concerning presenting of Chief Scout Awards.

	Badges and Certs- Immediate presentation	Coin - National presentation, frequency and location vary
Beaver Scout	Group Leader	N/A
Cub Scout	County Commissioner	N/A
Scout	Chief Scout Award Mentor	Programme Commissioner (Scouts) & Chief Commissioner (YP) National
Venture Scout	Chief Scout Award Mentor	Programme Commissioner (VS) & Chief Commissioner (YP) National
Rover Scout	Chief Scout award Mentor	The President/DOE Rep and the Chief Scout National



Beaver Scout Badge

Worn on Cub Scout Uniform



Venture Scout Badge

Worn on Rover Scout Uniform



Cub Scout Badge

Worn on Scout Uniform



Rover Scout Badge

Worn on Adult Scouter Uniform



Scout Badge

Worn on Venture Scout Uniform

Chief Scout Award Requirements

These are the official requirements for the Chief Scout Award. Note that some differences exist in older documents and publications.

It is crucial that it is understood that only challenges/elements which are completed after a Youth Member is registered can be counted towards the Award.



Beaver Scout Chief Scout Award

A Beaver Scout should be in their final year in the section when they start/complet the Beaver Scout Chief Scout Award.

A minimum of 6 months duration

- Skill: One Special Interest Badge from the "Skill" Area
- Physical: One Special Interest Badge in the "Physical" Area
- Community: One Special Interest Badge from the "Community" Area
- Environment: One Special Interest Badge from the "Environment" Area
- Scout Skill: Two Adventure Skills to Stage 2
- Expedition: Walking 10 Km over a 6 hour day

Residential/Intercultural: Shared activity with a group in a residential/camp setting for 2 days and 1 night, and find out about different cultures



Cub Scout Chief Scout Award

A Cub Scout should be in their final year in the section when they start/completet the Cub Scout Chief Scout Award.

A minimum of 9 months duration.

- Skill: One Special Interest Badge from the "Skill" Area
- Physical: One Special Interest Badge in the "Physical" Area
- Community: One Special Interest Badge from the "Community" Area
- Environment: One Special Interest Badge from the "Environment" Area
- Scout Skill: Two Adventure Skills to stage 2; one Adventure Skills to stage 4
- Expedition: Walking 20 Km over an 8 hour day

Residential/Intercultural: Shared activity with a group in a residential/camp setting for 3 days and 2 nights, must include an intercultural aspect



Scout Chief Scout Award

Scouts must be at least 14 to begin the award.

A minimum of 10 months duration.

Scout Chief Scout Award

Scout must be a least 14 to begin the Award

- Skill: One Special Interest Badge from the "Skill" Area
- Physical: One Special Interest Badge in the "Physical" Area
- Community: One Special Interest Badge from the "Community" Area

Environment: One Special Interest Badge from the "Environment" Area

Scout Skill: Two Adventure Skills to Stage 4; one Adventure Skills to Stage 6

Expedition: Walking 25 -35 km over 2 consecutive days and one night

Residential/Intercultural: Shared activity with a group in a residential/camp setting for 4 days and 3 nights, must include an intercultural aspect and a community project

Note: A Special Interest Badge for the Scout Chief Scout Award must involve at least an hour a week for 13 Weeks for Skill, Physical and Community. Also, an additional 13 weeks must be completed for one of these Badges. The Environment Special Interest Badge should involve a similar a time commitment to the other Badges but it can be spread over a shorter time scale.



Venture Scout Chief Scout Award

The Venture Scout should be at least 9 months in the Section before they begin their Chief Scout Award; however, they must be at least 16 to begin the Award.

Skill: One Special Interest Badge from the "Skill" Area

Physical: One Special Interest Badge in the "Physical" Area

Community: One Special Interest Badge from the "Community" Area

Environment: One Special Interest Badge from the "Environment" Area

Scout Skill: Two Adventure Skills to Stage 6; one Adventure Skills to Stage 7

Expedition: Walking 50 -79 km over 3 consecutive days and 2 nights

Residential/Intercultural: Shared activity with a group in a residential/camp setting for 5 days and 4 nights, must include an intercultural aspect and a community project.

A minimum of 12 months duration (6 months if already holds a Scout Chief Scout Award).

Note: A Special Interest Badge for the Venture Scout Chief

Scout Award must involve at least an hour a week for 26 Weeks for Skill, Physical and Community. For those that do not hold the Scout Chief Scout Award, an additional 26 must be completed for one of these Badges.

The Environment Special Interest Badge should involve a similar a time commitment to the other Badges but it can be spread over a shorter time scale.



Rover Scout Chief Scout Award

The Rover Scout should be at least 6 months in the Section before they begin their Chief Scout Award.

Skill: One Special Interest Badge from the "Skill" Area

Physical: One Special Interest Badge in the "Physical" Area

Community: One Special Interest Badge from the "Community" Area

Environment: One Special Interest Badge from the "Environment" Area

Scout Skill: Two Adventure Skills to Stage 7; one Adventure Skills to Stage 8

Expedition: Walking 80 -110 km over 4 consecutive days and 3 nights

Residential/Intercultural: Shared activity with a group in a residential/camp setting for 5 days and 4 nights, must include an intercultural aspect and include a community project.

Portfolio: A written record of the work completed for all the elements of the Award (except the Scout Skills).

A minimum of 18 months duration (12 months if already holds a Venture Scout Chief Scout Award).

Note: A Special Interest Badge for the Rover Scout Chief Scout Award must involve at least an hour a week for 52 Weeks for Skill, Physical and Community. For those that do not hold the Venture Scout Chief Scout Award, an additional 26 must be completed for one of these Badges.

The Environment Special Interest Badge should involve a similar a time commitment to the other Badges but it can be spread over a shorter time scale.

Special Interest Badges

Special Interest Badges are based on individual youth members' hobbies and interests. They can be used to acquire a new interest/ hobby/ skill or develop ones they already have.

Of the five areas for Special Interest Badges (Personal Skill, Physical Recreation, Community Involvement, Environment and Adventure), four are relevant to the Chief Scout Award:

- **Personal Skill:** This can be to acquire a new skill or develop an existing one – e.g. drama, cooking, painting, martial arts, web site design, musical instrument, foreign language etc.
- **Physical / Recreation:** Any physical pursuit or activity – e.g. athletics, sports team, caving, archery, training for a marathon.
- **Community Involvement** – participation in a community organisation, volunteering, a community service project – e.g. St Vincent de Paul, After School Club, assisting in another section in your Group, Young Social Entrepreneurs, sports coaching, tidy towns etc.
- **Environment:** an activity or series of events which makes a positive impact on the environment/natural world – e.g. running a Leave No Trace day for a Scout Group, cleaning up a natural area, caring for an allotment, membership of a nature club/environmental society, learning about pollution and personal responsibility.

The Youth member, in consultation with one of their section Scouters, decides what their challenge will be. They pick the project, decide what they will achieve and how. A mentor may be required to assist with the badge, especially if it is in an area which the Scouter is unfamiliar with. The mentor may be a Scouter, a Youth member from another Section/Group, a parent with a particular skill or a suitably qualified person from another organisation of which the young person is a member.

Special Interest Badges and the Chief Scout Award
Special Interest Badges operate in the same way for the Chief Scout Award, except that specific standards need to be applied to these Badges. This is due to the alignment of Special Interest Badges with the sections of Gaisce/DoE. Usually, there is no required standard with Special Interest Badges; however, in the case of Special Interest Badges for the Chief Scout Award, minimum time requirements are in place. Therefore, even though a Youth Member may have completed a Special Interest Badge in an area previously, it will be different in the case of the Chief Scout Award.



Scouts:

- The Skill, Physical and Community Special Interest Badges must involve at least an hour a week for 13 Weeks.
- There is an additional requirement of a further 13 weeks for one of these Badges.
- The Environment Special Interest Badge should involve a similar a time commitment (13 hours) but it can be spread over a shorter time scale - eg. weekly meetings combined with a day/weekend activity.

Venture Scouts:

- The Skill, Physical and Community Special Interest Badges must involve at least an hour a week for 26 Weeks.
- If the Venture Scout does not hold the Scout Chief Scout Award, there is an additional requirement of a further 26 weeks for one of these Badges.
- The Environment Special Interest Badge should involve a similar a time commitment (26 hours) but it can be spread over a shorter time scale - eg. weekly meetings combined with day/weekend activities.

Rover Scouts:

- The Skill, Physical and Community Special Interest Badges must involve at least an hour a week for 52 Weeks.
- If the Rover Scout does not hold the Venture Scout Chief Scout Award, there is an additional requirement of a further 26 weeks for one of these Badges.
- The Environment Special Interest Badge should involve a similar a time commitment (52 hours) but it can be spread over a shorter time scale - eg. weekly meetings combined with several day/ weekend activities.

Given the lengthy time commitments involved in these Special Interest Badges, especially in the case of the Venture Scout and Rover Scout Chief Scout Award, the three available stages to each area can be used. Instead of a Youth Member completing one Special Interest Badge over 6 months or a year, they could divide the period into smaller sections, each of which would be a special interest badge (e.g. a Venture Scout would complete two Skills Badges for learning sign language over 6 months

or a Rover Scout would complete three Community Badges for volunteering with St Vincent de Paul). Also, this approach allows the Youth Member to employ cycles of plan, do, review. This would make the commitment more manageable and would allow the Youth Member and Scouter to reflect on the project.

All skills, physical activities and community involvement will require to be signed off by a recognised Scouter/mentor/

coach or be certified: i.e. it cannot be an informal thing, it needs to be a formal endeavour which is verifiable.

Environment Special Interest Badge

To assist with the Environmental Badge, Youth Members and Scouters should consult the material on Environmental Education and the World Scout Environmental Badge on scouts.ie.



Expedition

This section requires the Youth Member to plan, prepare and organise, in an age appropriate manner, an expedition.

Expedition Guidelines

- It should be a challenge for the Youth Members involved
- The Youth Members who are completing their Chief Scout Award should lead the activity.
- It should involve at least a small team (Lodge, Six, Patrol etc.).
- A record of the activity must be made.

The expedition should be a challenge to the Youth Members. Although, there are specific requirements outlined regarding distance to travel and the number of days involved, it is still a flexible model which can be adapted to the abilities, interests and experiences of those involved.

It is the ethos of the expedition challenge which is important. The expedition should be a challenge, not just an activity which your section does regularly. Where suitable, youth members should consider more challenging routes, adding elements to the programme or alternative expedition formats (cycling is also an option for Gaisce or a section may consider a challenging cross country or kayak expedition).

Expedition Record Guidelines

In line with good practice, each Youth Member should have a record of the expedition through their leading the planning, organising and reviewing the event. This material is intended only for the benefit of the Youth Member/Small Team/Section and is not to be submitted to National Office, except in the case of the Rover Scout Chief Scout Award.

Beaver Scout: A simple day plan, a sketch map and photos/drawings.

Cub Scout: A simple programme, sketch map, a menu and log/photo journal.

Scout: A short written log, an activity programme, a route card, sketch map, a budget, a menu and photos.

Venture Scout: A written log, an activity programme, a record of the planning process, a route card, sketch map, a budget, a menu and photos.

Rover Scout: A written log, an activity programme, a record of the planning process, a route card, sketch map, a budget, a menu and photos. (This material will be part of the portfolio which needs to be submitted to National Office upon completion of the Award)

Residential/ Intercultural Experience

Residential/Intercultural guidelines:

- It should be a challenge for the Youth Members involved
- The Youth Members who are completing their Chief Scout Award should organise and lead the activity.
- It needs to be a shared activity with another group
- It needs to have a substantial intercultural element
- It needs to include a community project (Scouts, Venture Scouts and Rover Scouts only).
- A record of the activity must be made.

It is essential that the Youth Members who are completing their Chief Scout Award plan, organise and led the activity, in an age appropriate manner. While all Youth Members in a section or a small team (Lodge, Six, Patrol etc.) may participate in the Residential/Intercultural Activity, the Youth Members who are completing it towards their Chief Scout Award should take ownership of the project. Thus it may be possible, and even advisable, that a Youth Member may attend two or more of these events, both as a participant and as a youth activity leader.

Shared Activity

A Shared Activity is an activity/event which is fully run in partnership with another group. The activity must be run with a group exterior to your own Scout Group. Ideally, it would be a group from another community organisation, another cultural group or another country. In all cases, the partner group should primarily consist of young people of the same age as the section. The activity needs to be planned, organised and reviewed in a partnership model with both groups playing an equal part.

There are three main types of shared activities which are appropriate for this experience:

1. A full residential activity with a section/small team from another Scout Group. It is, however, important that the groups are largely unknown to each other to ensure it is a shared experience. In the case of both parties being Scout Groups, particular effort should be made to have a comprehensive intercultural programme (and a challenging community project for Scouts, Venture Scouts and Rovers Scouts).
2. A full residential activity with another group. In this case, the Scout Group forms a link with an external group and both parties participate in the full residential setting. The programme (and a community project for Scouts, Venture Scouts and Rovers Scouts) should reflect the nature of the partnership and the type of groups involved.
3. A partial shared partnership with another group. In this case, the partner group does not partake in the residential part of the activity (i.e. not staying in the same venue) but do participate in the majority of

the programme. The programme (and a community project for Scouts, Venture Scouts and Rovers Scouts) should reflect the nature of the partnership and the type of groups involved.

Note: For Rover Scouts, the partnership must be with an external group.

Suitable Types of Partner Groups:

- Beaver Scout: Another Beaver Scout Colony, a Girl Guide Group, a community group with children of the same age.
- Cub Scout: Another Cub Scout Pack, a Girl Guide Group, a community group with young people of the same age, a youth group from a culturally/socially different area.
- Scout: A Scout Troop from another Scout County, a Girl Guide Group, a youth club/youth café group, a vocational group, a pastoral/faith-based group, a youth group from a culturally/socially different area, a youth group for special needs.
- Venture Scout: A Venture Scout Unit/Crew from another Scout County, a Venture Scout Unit/Crew from another country, a Girl Guide Group, a youth club/youth café group, a vocational group, a pastoral/faith-based group, a youth group from a culturally/socially different area, a youth group for special needs.
- Rover Scout: A Rover Scout Crew from another country, a Girl Guide Group from another country, a youth club, a college society/club, a vocational group, a pastoral/faith-based group, a youth group from a culturally/socially different area, a youth group for special needs.

Example Groups: Amnesty International, Foróige, Young Social Entrepreneurs, Dáil na nÓg, St John's Ambulance, Order of Malta, Irish Red Cross Youth, Youth 2000, GAA, FAI, Sports Groups, BeLong To, Boys'/Girl's Brigade, Irish Wheelchair Association, Community Games, IntroArt, Localise-Peace Corps, Macra na Feirme, YMCA Ireland, LGBT Youth Groups, Girls' Friendly Society.

Partnerships

Partnership is a process of two or more groups working together on a project with the same objective, exchanging experiences. A partnership has to have a spirit of cooperation, understanding and respect towards each other. Partnership is also about friendship, tolerance, fun, team work, sharing ideas/common interests, achieving goals, helping, working together, getting to know each other, exchange of experience, new motivations and ideas.

The organising partnerships and joint-activities may be a new experience for many groups. Here are some guidelines to assist in the process:

- Engage in a process to identify a suitable partner organisation/group
- Both Groups need to clearly understand what is involved and make equal contributions to the activity.
- Both parties appreciate the importance of the youth members being central to the organising of the project
- Make decisions together at all stages of the project (identification of needs, definition of objectives, implementation, evaluation and follow-up).

- Clear structures of communication need to be established and adhered to
- Information is shared
- Value each other's contribution and endeavour to ensure a reciprocal exchange,
- Place human relationships at the heart of the partnership, in a spirit of openness and tolerance
- Culture, beliefs and values are mutually respected
- Both parties understand the Child Protection Policies involved and adhere to them
- Any other group which a Scout Group is working with must have an ethos which is compatible with the aims and objectives of the Scouting movement

For further information on Shared Activities and Partnerships check out scouts.ie

Intercultural Aspect

The activity should be a different and distinct experience that involves learning about other cultures or social realities. Reflecting scouting's learning by doing philosophy, the intercultural aspect occurs within a scouting residential activity with another group. Specific resources are available to assist Groups in running these events.

There are two primary ways in which the intercultural aspect of the activity will happen:

1. Working with an external group, who are culturally/ socially distinct from one another. This should involve shared activities and facilities to explore perspectives on issues.
2. Having a significant intercultural aspect to the programme. This involves activities designed to explore issues relevant to inter-culturalism and even a community project.

For the Chief Scout Award, a broad conception of culture exists. It can refer to, but is not limited to, nationality, ethnicity, linguistic group, religion and socio-political group. The core idea is that young people get to experience and understand difference and appreciate interdependence in a spirit of respect for the values of pluralism, mutual understanding and peace.

Intercultural education is about:

- Respecting, celebrating and recognising the normality of diversity in all parts of human life.
- Provides understanding and respect for all peoples; their cultures, civilisations, values and ways of life; including domestic ethnic cultures and cultures of other nations
- Promoting equality and human rights, challenges unfair discrimination and promotes the values upon which equality is built.
- Increases awareness of the increasing global interdependence between peoples and nations

The resources which have been developed to support the Intercultural Aspect are available on Scouting Ireland's website. Activities from the areas of Intercultural Education, Global Education and Peace Education would be suitable material to run an intercultural aspect to the programme of the shared activity.

Community Project (Scouts, Venture Scouts and Rover Scouts)

The final part of the Residential/Intercultural Experience is the Community Project. A community project is an act of help, assistance or benefit which has a positive impact on the local community or a natural area/environment. Community projects can be in the areas of social projects (community development, social justice) or environmental projects. All community projects should be run in partnership with a local community or a body responsible for a natural area/habitat.

Community Projects Basics:

- Youth Members have to explore options and choose a suitable project which is organised by them.
- Should be suitable for the Youth Members and be of clear educational benefit to participants (i.e. scouts should not be used as a resource for a community to complete menial work or as a replacement for a paid professional)
- Have a real purpose - clearly defined and measurable, and must be realistic and cost effective.
- Based on genuine partnership, adopting a solidarity



model in which all parties are equals, i.e. not charity, working with others, not for others.

- Team Effort (with capacity for individuals) – a collective enterprise which takes into account the varying interests, talents, capacities and needs of those involved
- Requires proactive learning and preparation in advance - engagement with, and understanding of, the issues involved
- Be compatible with the aims and objectives of the Scouting movement

Community Project Guidelines:

In order to give some indication of the type of scale of projects involved, below is the minimum time requirements for a project for each section. In all cases, the time listed refers to actual hours working (i.e. not considering breaks, transport etc.). All projects should be preceded with several planning and preparation meetings and followed by an evaluation meeting.

- Scouts: A day project – at least 6 hours in duration.
- Venture Scouts: A two day project – at least 12 hours in duration.
- Rover Scouts: A two day project – at least 14 hours in duration.

Community Projects should be thought of as only manual labour type projects or clean up a local area project. A Community Project could be anything which is of benefit to the community or an area, once it meets the required standards.

Examples: Running a 'Scouting Skills Day' with a group for young people with physical disabilities, organising a Cultural Festival for your community, run a Fair Trade campaign/ stall in a local shopping centre, organising a youth forum for young people in your community, clean up a section of a local river and add features to support wildlife, constructing a way-marked nature trail in a woodland, a day trip for a day care centre for the elderly, a Community Fun Day which raising money for a charitable cause.

For further information on Community Projects check out my.scouts.ie.

Guidelines for Recording the Experience

Each Youth Member should make their own account of the experience. This should be done as part of the programme in an age appropriate manner. This material is intended only for the benefit of the Youth Member and is not to be submitted to National Office, except in the case of the Rover Scout Award.

- Beaver Scouts: Photo/ Cartoon Journal
- Cub Scouts: Photo/ Cartoon Journal; thoughts/ reflection written in a simple manner (single word or short sentences)
- Scouts: Photo/ Sketches Journal; thoughts/ reflection written down (succinct account); programme.
- Venture Scouts: Photo/ Sketches Journal; thoughts/ reflection written down; record of personal involvement; budget, menu and programme.
- Rover Scouts: Photo/ Sketches Journal; thoughts/ reflection written down; record of personal involvement/ progress; budget, menu and programme. (This material will be part of the portfolio which needs to be submitted to National Office upon completion of the Award)



Role of the Scouter

As in all elements of Scouting, the role of the Scouter for the Chief Scout Award is to guide, support and mentor the Youth Member in the completion of their Award.

The requirements of Programme Scouters in relation to the Chief Scout Award are:

- To be familiar with the Chief Scout Award, its ethos, objectives and requirements
- Programme Scouters (Scouts, Venture Scouts and Rover Scouts) are to be familiar with Gaisce (RoI/ UK) or the DoE (UK), its ethos, objectives and requirements.
- Programme Scouters (Scouts, Venture Scouts and Rover Scouts) are to know who is their local Chief Scout Award Mentor, if there Section or Group does not have one.



Chief Scout Award Mentors

These are Scouters who have received specific training to support the Chief Scout Award. Only trained and registered, Chief Scout Award Mentors can sign off on the Scout, Venture Scout and Rover Scout One Programme Chief Scout Awards. This training is provided jointly by Scouting Ireland and Gaisce

Ideally, each Scout, Venture Scout and Rover Scout section would have a Chief Scout Award Mentor, or at the least one per Scout Group. A record of official Chief Scout Award Mentor is kept in National Office.

Chief Scout Award Mentors Process

- Scouter contacts National Office expressing desire to become a Chief Scout Award Mentor
- Scouter is sent forms to registers with Gaisce
- Refereeing and Vetting by Gaisce (required even if the Scouter has been vetted for Scouting Ireland)
- One day training workshop
- Added to list of Chief Scout Award Mentors

Supporting the Chief Scout Award

A specific email address has been established to support Scouters in relation to the Chief Scout Award: csa.support@scouts.ie. Please feel free to email any questions or concerns to this address.

Working with PALs outside your Section/ Group

If none of the Programme Scouters in your Group is a Chief Scout Award Mentor, then it will be necessary for one to be involved in the Chief Scout Award process for Youth Members in your section. The Chief Scout Award Mentor's role will be to facilitate and support the Youth Member and their section Scouters, and to sign off on the Gaisce elements of the Award. It should be remembered that all adult Scouters are volunteers who are giving their time to help young people, no one is trying to interfere in a section or Group.

A Chief Scout Award Mentor from outside the Group should:

- Meet with the Youth Member (and a section Scouter where appropriate) after they have been registered for the Award and agree on the challenges to be undertaken for the Chief Scout Award in general, but specifically the Gaisce requirements. A suitable time scale should be decided upon as well. It is important that these decisions are mindful of the Youth Member's section and any programme which has been agreed on previously.
- The Chief Scout Award Mentor will check in regularly with the Youth Member (and section Scouter where appropriate).
- When the Youth Member and section Scouter are satisfied that the requirements have been met, a meeting with the Chief Scout Award Mentor is arranged. If the Chief Scout Award Mentor is satisfied, they sign off on the Gaisce elements and the Award application is sent to National Office.

The Programme Cycle (Plan, Do, Review)

The Programme Cycle is just as relevant to the Chief Scout Award as it is to the rest of the Scout Programme.

Planning

Planning will begin with a Youth Member having decided to do the Chief Scout Award and having completed the registration process. After receiving their Chief Scout Award pack, they met with a Scouter/Chief Scout Award Support Scouter to plan the path for their completing the Chief Scout Award. The planning process also involves the Youth Member working with their Small Team (Lodge, Six, Patrol etc.) and Section to facilitate their challenges for completing the Award. The Youth Member will have to work with their Small Team/Section especially in areas, such as Adventure Skills, the Expedition and the Intercultural/Residential Experience.

Doing

The doing of the Chief Scout Award will involve the Youth Member completing both personal challenges and challenges as part of a small team or section. In all cases, the section Programme Scouters and Chief Scout Award Mentors should regularly check with the Youth Member and ensure they are okay, motivated and are doing the doing!

Reviewing

Review is a fundamental part of the Youth Programme, and of the Chief Scout Award. It should be done on a regular basis, at the completion of sections of the Award, or as required.

In reviewing the activities, they are evaluated both informally and formally. Informal evaluation is most useful to indicate how the Youth Member feels about their progress, the activities, levels of enjoyment, etc. This is where the section Programme Scouter is especially important. Formal evaluation is used to assess progress and understand the objectives have been met and what lessons have been learnt. The Chief Scout Award Mentor will usually be involved in the formal evaluations.



Using natural breaks in the Award, the completion of sections or the multiple stages in Special Interest Badges, the Youth Members and Scouters can evaluate how the Award is going and make any necessary alterations. There is nothing wrong or improper about altering the challenges or agreed targets if things are not working out, maybe the Youth Member's circumstances have changed or the challenges were unrealistic. This learning process is just as important as the completion of the Award.





Gaisce

This overview of Gaisce is for information only. For the official requirements of the Chief Scout Award/Gaisce or DoE see above.

Gaisce - the President's Award works on the basis of a personal challenge set by the young person. They set the challenge and agree it with a President's Award leader (PAL). It is not a competitive challenge, each challenge is completely individual - so the only person they compete with is themselves. Gaisce is the Irish version of the International Award. The International Award takes on different forms in different countries. In Ireland it is Gaisce and in the UK it is the Duke of Edinburgh Award.

There are three different types of Award – Bronze, Silver and Gold.

The minimum age for the Bronze Award is 15, but Scouting Ireland has an arrangement whereby a Scout who is 14 can begin Gaisce in conjunction with the Scout Chief Scout Award. It is earned over a minimum period of 6 months.

The minimum age for the Silver Award is 16. It is earned over a minimum period of 12 months or 6 months for Bronze Award holders.

The Gold Award is the most demanding challenge, and the minimum age for this award is 17. It is earned over a minimum period of 18 months or 12 months for Silver Award holders.

Within Gaisce there are 4 different challenge areas. To earn an award, young people need to participate in each of the 4 challenge areas. They may decide to build on an activity they have tried in the past. Each participant must participate in at least one new activity to earn an award.

The 4 challenge areas are:

- 1. Community Involvement**
- 2. Personal Skill**
- 3. Physical Recreation**
- 4. Adventure Journey**

At the Gold Level only, there is a fifth area called "Residential" requiring a 4 - 5 days residential intercultural experience. Gold Award participants are required to submit a portfolio of their experiences



Duke of Edinburgh's Award

A Duke of Edinburgh programme is a real adventure from beginning to end. It doesn't matter who you are or where you're from. You just need to be aged between 14 and 24 and realise there's more to life than sitting on a sofa watching life pass you by. You can do programmes at three levels, Bronze, Silver or Gold, which lead to a Duke of Edinburgh's Award.

You achieve an Award by completing a personal programme of activities in four sections (five if you're going for Gold)

These sections are

:

- **Volunteering** - helping someone, your community or the environment
- **Physical** - becoming fitter through sport, dance or fitness activities
- **Skills** - developing existing talents or trying something new
- **Expedition** - planning, training for and completing an adventurous journey
- **Residential (Gold only)** - staying and working away from home as part of a team

The length of time you have to spend on each section depends on the level of programme you're doing.

You'll find yourself helping people or the community, getting fitter, developing skills, going on an expedition and taking part in a residential activity (Gold only). But here's the best bit - you get to choose what you do!

Your programme can be full of activities and projects that get you buzzing. And along the way you'll pick up experiences, friends and talents that will stay with you for the rest of your life.

There are three levels of programme you can do which, when you've successfully completed lead to a Bronze, Silver or Gold Duke of Edinburgh's Award.

The main differences between them are the minimum length of time it takes to complete them, how challenging it is and the minimum age you can start.

Depending on your age, you are free to start at any level but most people prefer to try for Bronze and work upwards. There are age restrictions for each one so it makes sense to build yourself up rather than dive in at the deep end.

Don't forget, you have until your 25th birthday to complete whichever level you're working on and achieve an Award.

Further Information

Finishing the Chief Scout Award

Ideally, the completing and awarding of the Chief Scout Award should coincide with leaving one section and moving to the next, or, for Rover Scouts, with departure. However, a change-over period of a month or so will be permitted. If such a limited is not adhered to would mean some Youth Members would still be working on programme from their former section while in a new one, eg. new Cub Scouts would be working on Beaver Scout Special Interest Badges or new Scouts would be doing a Cub Scout Expedition. A time limit of two or three months is allowed for Rover Scouts, given the fact that the Award is a larger commitment and they will not be moving into a new section. There is sufficient time to complete all of the Chief Scout Awards within a section if the Youth Member is organised and informed.

Doing Gaisce/DoE outside Scouting

It is possible that some Youth Members may be completing Gaisce/DoE outside of Scouting, especially, since many schools are including it in transition year programmes. Doing Gaisce/DoE outside of scouting does not automatically entitle the Youth Member to receiving the Chief Scout Award. If coordinated properly, the requirements met by the Youth Member outside of Scouting will be counted towards their Chief Scout Award. They must register for their Chief Scout Award along with the Gaisce and must keep their Scouter/Chief Scout Award Support Scouter up-to-date with progress. In scouting, Youth Members are completing the Chief Scout Award primarily (which has requirements beyond Gaisce/DoE). Essentially, in these cases it is as if the Youth Member is completing their Special Interest Badges with another group. Youth Members who complete the Gaisce/DoE outside of Scouting can be presented both within Scouting and in the organisation they completed the Award.

Special Needs

The Chief Scout Award is designed to reflect Scouting's principle of challenging the individual according to their own capabilities and development. It is a flexible model which can be adjusted to the particular circumstances of an individual. Chief Scout Award Mentor's are best able to advise in this area.

Chief Scout Award and Transitioning to the One Programme

The new youth-wide Chief Scout Award, can only be started after a Group has transitioned to the ONE Programme and it has become established in the Group. Practically, this means the Group must have completed at least one full programme cycle, if not two. Likewise, once a Scout Group has transitioned, a member of the Scout Troop cannot begin their Chief Scout Award under the old system. This transition process will see the take up of the Chief Scout Award for all sections and the winding down of the old Scout section Chief Scout Awards. There can be no transferring of work completed or credit transfers from one Award to another, only the work completed specifically for an Award can be counted towards the award.

Further Questions

A specific email address has been established to support Scouters in relation to the Chief Scout Award: csa.support@scouts.ie Please feel free to email any questions or concerns to this address.

Outside Accreditation

It is likely that the Youth Member maybe completing a number of their challenges outside of Scouting. In such cases, other people, such as coaches, instructors, supervisors or members of other organisations, will sign off on these specific challenges or provide accreditation for the Youth Member. For this, Programme Scouters and Chief Scout Award Mentors should refer to the Volunteers for ONE Programme document.

Rover Scout Chief Scout Award Portfolio

A portfolio of the participants' experiences in completing the Award is required for the Rover Scout Chief Scout Award. The guidelines for the portfolio are as follows:

- An introduction: Introduce yourself (where you were born and grew up, where you went to school etc) Mention if you are the holder of a previous Award or Awards. If so, is the Gold Award with the same Chief Scout Award Mentor/PAL. If not, who was your Chief Scout Award Mentor/PAL for the other Award(s)? Why you decided to go for the Gold Award?
- One page (approximately 300 to 400 words) on each Special Interest Badge completed your Award. The challenges complete, the highs/lows, good experiences.
- A log of your expedition, including a written log, an activity programme, a record of the planning process, a route card, sketch map, a budget, a menu and photos.
- A log of the Residential/Intercultural Activity, including a written log, photo/sketches journal; thoughts/reflection written down; record of personal involvement/progress; budget, menu and programme.
- Conclude with what you personally got from going for and completing the challenge of the Rover Scout Chief Scout Award.
- Include things like photographs, copies of certificates attained, route maps etc.

Appendix

Possible Activities for the Skills Special Interest Badges

- Acting/ Musical
- Arts and Crafts
- Calligraphy
- Chess
- Computers
- Cooking/baking
- Dance Classes
- Debating team
- Driving, Learn to. (At Bronze and Silver Award level only)
- Film Editing (For links contact the IFI)
- First Aid
- Foreign Language (must be extra curricular)
- Knitting
- Life Saving
- Literacy
- Metalwork
- Musical Instrument (can be ongoing or something brand new)
- Painting
- Photography
- Script Writing
- Sewing/Cross stitch
- Sign Language
- Singing Lessons
- Web Design
- Woodcarving
- Woodturning
- Woodwork

Possible Activities for the Physical Special Interest Badges

- Aerobics
- All Martial Arts.
- Athletics
- Badminton
- Boxing
- Camogie
- Canoeing
- Cycling
- Dancing
- Fishing
- Gaelic Football
- Gym
- Gymnastics
- Hockey
- Horse riding
- Hurling

- Kickboxing
- Pilates
- Racquet Ball
- Rugby
- Running
- Sailing
- Soccer
- Squash
- Swimming
- Tennis
- Walking
- Weight Lifting
- Yoga

Possible Activities for the Community Special Interest Badges

- Amnesty International club
- Big Brother, Big Sister Programmes
- Boys Brigade Leader
- Dáil na nÓg
- Faith Friend or assisting at your parish church
- First Aid Course
- Fundraising campaigns that will last the required number of weeks
- Girls Brigade Leader
- Guides Leader
- Homework club at your local national school
- Life Saving Course
- Mentoring Programmes
- Order of Malta
- Reserve Defence Forces
- Running a school Credit Union
- Scout Group – help out in another Section
- Singing in a Choir
- Special Needs/Disability Group
- Special Olympics
- St. John's Ambulance
- St. Vincent de Paul Society
- Student Council
- Tidy Towns
- Underage coaching/ assistant: all sports
- Visiting a nursing home for the elderly/ an elderly neighbor (not related)

- Volunteer in an animal shelter
- Volunteering in School library or in a Community Library
- Volunteering in the local charity shop
- Young Social Innovators

Possible Activities for the Environmental Special Interest Badges

- Allotment
- Environmental Society
- Environmental Education Programme
- Green School Committee
- Green Scout Group Initiative
- Leave No Trace Campaign
- Nature Club
- Natural Area Clean Up
- Nature/Wildlife Club
- Volunteer with a Nature/ Environmental Group
- Volunteering with official bodies (e.g. National Parks and Wildlife Service, An Taisce, Local Authorities, etc.)
- Volunteering with general Charity for an environmental project/cause (e.g. Trócaire, Oxfam, etc.)
- World Scout Environmental Programme

Application Form

Name Group Section Address Tel - (home): (work): (mob) email Date of birth: male: ☐female: ☐

I consent to the above Awards making contact with me through any of the above details.

If you are under 18 years of age please have a parent/guardian sign giving consent.

(Scouter and or guardian will only be contacted in the case of Beaver Scouts and Cub Scouts)

Guardian's Signature Participants Signature

Award sought

☐☐☐☐☐

Beaver Scout

Cub Scout

Scout

Venture Scout

Rover Scout

Previous award

☐☐☐☐☐

Chief Scout Award Support Scouter

(This information only applies to Scout, Venture Scout, Rover Scout Awards)

Do you already have/know a Chief Scout Award Support Scouter

YES

NO

☐☐

If YES then please supply details, if NO then we will forward you details of someone who can help shortly

Name

The registration fee for Beaver Scout/Cub Scout is €5, (no sterling equivalent) to cover postage, record book and badge/award (Replacement books are €10). The registration fee for Scout/Venture Scout is (Gaisce Rol) €10 / (DoE NI) £14. The registration fee for Rover Scout is (Gaisce Rol) €20 / (DoE NI) £20. The payment should be made payable to 'Scouting Ireland' and sent to Chief Scout Award Administrator, Scouting Ireland, Larch Hill, Dublin 16.

CSARF 8/2011

Please fill out and return with €10 entry fee for Gaisce Bronze (Scout) or Silver (Venture Scout) or €20 entry fee for Gold (Rover Scout). DoE fee is £15 for Bronze and Silver, £20 for Gold. The payment should be made payable to 'Scouting Ireland' and sent to Chief Scout Award Administrator, Scouting Ireland, Larch Hill, Dublin 16.

This sheet is only completed for Scout, Venture Scout and Rover Scout Awards.
Beaver Scouts and Cub Scouts should use the postcard provided in
Chief Scout Award Record book.

Completion Sheet

This form should be filled in by the Chief Scout Award Mentor - from the details in Chief Scout Award Record Book. This form should then be forwarded to Chief Scout Award Administrator. The Record Book should be retained by the Participant except for the Gold Award.

Should everything be in order, Gaisce/DoE will forward the Awards to the Chief Scout Award Mentor or make contact regarding attendance at a future Silver or Gold Ceremony. - please state the date you would like on the Certificates (in the space below).

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