

# Chief Scout Award Guide

March 2026



## Message from the Chief Scout

Fellow Scouts,

To all those who are working towards the Chief Scout Award (CSA): I commend your efforts, and I am excited to see you reaching toward this milestone in Scouting and in your own personal journey.

The experiences you plan and share, the challenges you meet and achievements you reach along the way are what counts. From these are forged the leaders and the 'better world' of tomorrow.

To the Mentors and Scouters supporting Scouts of all ages to attain this Award, I want to say, 'Thank you'.

Yours in Scouting,



Eoin Callanan  
**Chief Scout**  
March 2026



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This resource explains the Chief Scout Award [CSA] for each section, lists the requirements, has guidelines for all its aspects for each section, and refers to other materials where appropriate.

## The Chief Scout Award [CSA] is:

- A milestone award in each section in Scouting Ireland's Youth Programme.
- A challenge that can be achieved in each section as you move to the next.
- Internationally recognised and aligned with Gaisce - the President's Award and the Duke of Edinburgh [DofE] Award.
- A challenge with a focus on service, partnership, scouting skills & intercultural engagement.

## The Chief Scout Award is not:

- Exclusive and only attainable by a select few.
- A watered-down version of Gaisce or the Duke of Edinburgh [DofE].Award
- A replacement for the Progressive Award Scheme in a Section.

## Contacts & Questions:

- For the day-to-day undertaking of the Award and for a youth member to be connected with a CSA Mentor please contact [csa.support@scouts.ie](mailto:csa.support@scouts.ie)
- For any admin related queries please contact [admin.csa@scouts.ie](mailto:admin.csa@scouts.ie)
- For Duke of Edinburgh Award queries please contact [dofe@scouts.ie](mailto:dofe@scouts.ie)
- For Gaisce related queries please contact [gaisce@scouts.ie](mailto:gaisce@scouts.ie)



## Aims

The Award contributes to self-development:

- Through a unique personal challenge.
- Being of service to the community and exploring the natural world.
- Developing life skills and being active in nature and the out-of-doors.
- Advancing scouting and adventure skills.
- Experiencing other cultures and life perspectives.
- Achieving an internationally recognised Award (via Gaisce or DofE).

## The 7 Elements



Skills



Physical



Community



Environment



Adventure Skills



Expedition



Intercultural Experience

## Ethos

The Chief Scout Award is centred on the self-development of the individual young person within their section team. Each Scout is in control of their own journey and they, with the support of a Mentor, choose the challenges to achieve the award.

The ethos of 'doing your best' is always paramount. A Mentor, who is familiar with both the young person and the requirements of the Award, can ensure that the scout is personally challenged, gives of their best, and that the high standard of the Award in that regard is maintained.

## Where the Chief Scout Award fits into Programme

The Chief Scout Award is an extension of the personal journey for each Youth Member - a unique challenge in the Progress Award Scheme in each section. Beaver Scouts, Cub Scouts & Scouts can take on the CSA as part of their journey to the next section, through participation in their small team and section programme.

As the requirements for the Venture Scout & Rover Scout are more demanding, it is anticipated that they would start at a time which would realistically allow them to complete it in their final 18 months in the Section.

The Scout Method, the Personal Journey, each Youth Member doing their best, and the Plan Do Review cycle are as fundamental to the Chief Scout Award as they are to any other element of our programme.



**Promise & Law**



**Young People & Adults Working Together**



**Small Group System**



**Service & Commitment**



**Learning by Doing**



**Nature & the Outdoors**



**Personal Progression**



**Symbolic Framework**

## Gaisce & the Duke of Edinburgh [DoE] Award

Scouting Ireland has a partnership agreement with both Gaisce and the Duke of Edinburgh [DofE] award - also known as the International Award. This agreement affords international recognition for the achievements of Scouting Ireland's members.

By meeting the requirements for the Chief Scout Award, a Scout, Venture Scout or Rover Scout will automatically have completed the respective Gaisce/DofE award.

As Scouts, the focus should be on completing the Chief Scout Award.

### Gaisce



Gaisce requires that trained and registered President Award Leaders (PALs) sign off on the Gaisce aspects of the Award.

- Scouting PALs are Chief Scout Award Mentors who will have been trained by both Scouting Ireland and by Gaisce.
- They will support Youth Members and other Scouters.
- Chief Scout Award Mentors must have received the relevant dual award training which is provided by SI in conjunction with Gaisce.

### Duke of Edinburgh Award



The DofE allows 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 Group Leader, at Silver level by a County Commissioner and at Gold by Scouting Ireland's DofE support staff member.

## Process for each Section

### Beaver Scout & Cub Scout Chief Scout Award




No registration or Chief Scout Award books are required.

Beaver Scouts & Cub Scouts do not need to apply in advance for the award.

Beaver Scouts & Cub Scouts do not require a Chief Scout Award Mentor.

- Agree and start the activities with each Beaver Scout or Cub Scout.
- Record the activities in a way that suits you and them.
- When they are finished [within approximately 6 months] complete this [form](#) follow the payment link and pay the relevant fee.
- Ensure that you use the payment link before submitting the form. After you have paid return to the form and hit submit.

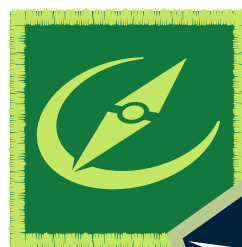
Names are compiled at the beginning of each calendar month and sent to the printers. Please allow up to 8 weeks for receipt of certificates/badges with Group Leaders.

Names are printed as they appear on the database.

Beaver Scout & Cub Scouts can begin their award at any time in their final year in their section without needing to contact National Office for registration or to apply.

Requirements for Beaver Scouts and Cub Scouts together with Chief Scout Award tracking cards for each section are available at [scouting360.ie](http://scouting360.ie)

They are a tool to assist the young person, their scouter & mentor in the recording of the award and do not need to be sent to National Office/Larch Hill.



## Process for each Section

### Scout/Venture Scout/Rover Scout CSA Options

- Chief Scout Award ONLY
- CSA & Gaisce - Dual Award
- CSA & Duke of Edinburgh - Dual Award



### Scout/Venture Scout/Rover Scout Chief Scout Award



1. Youth member to select a mentor and discuss what is involved in achieving the award with them. If you need help finding a CSA mentor in your area email [csa.support@scouts.ie](mailto:csa.support@scouts.ie)
4. Start your Chief Scout Award journey with the support of your mentor. Your journey should be recorded in an appropriate manner agreed upon with them.
5. Once you have completed the award, fill in this [Form](#). The closing date for Completion sheets is the 31<sup>st</sup> of December of every year.
6. Your Mentor will be contacted by Scouting Ireland or the CSA Support Team regarding your submission, if necessary.

**Note: The Chief Scout Award Mentor will be contacted to verify the information submitted.**



## Process for each Section

### Scout/Venture Scout/Rover Scout Chief Scout Award & Gaisce Dual Award

#### Registering for the CSA/Gaisce dual award - follow the new process:

1. Youth member to select a mentor and discuss what is involved in achieving the award with them. If you need help finding a CSA mentor in your area email [csa.support@scouts.ie](mailto:csa.support@scouts.ie)
2. Youth member to log onto Gaisce website at [www.gaisce.ie](http://www.gaisce.ie) and register as a participant following the steps below.

#### 3. Gaisce application step by step guide:

**Page 1:** Select your Award.

**Page 2&3:** Fill in your personal details and contact information. Use the same email address as on your [my.scouts.ie](http://my.scouts.ie) profile for verification purposes. If you need to change your email address on [my.scouts.ie](http://my.scouts.ie) please talk to your Group Leader.

**Page 4:** Select Gaisce Award Partner location: **Dublin 16** (not your own county!)

**Page 4:** Select Gaisce Award Partner: **Scouting Ireland**

**Page 5:** Select PAL: **Administrator CSA – Scouting Ireland** (should be the only option).

**Page 6:** Application Activities - fill required and select: **I don't know my Adventure Journey**

**Page 7:** Confirm your details and proceed to payment.

Under payment options select **Pay Now**.

Using debit or credit card follow the link to make payment directly to Gaisce.

4. Start your CSA/Gaisce Dual Award journey with the support of your Mentor. Your journey should be recorded in an appropriate manner agreed upon with them.
5. Once you have completed the award, fill in this [Form](#). The closing date for Completion sheets is the 31<sup>st</sup> of December of every year.
6. Your Mentor will be contacted by Scouting Ireland or the CSA Support Team regarding your submission, if necessary.

**Note: The CSA Mentor will be contacted to verify the information.**

For anybody in the North of Ireland undertaking the CSA/Gaisce Dual Award, they must **apply through the Duke of Edinburgh** who administer this award in the North of Ireland. They provide the option to select the relevant Gaisce Award.


## Scout/Venture Scout/Rover Scout - Chief Scout Award and the Duke of Edinburgh [DofE] - Dual Award

Chief Scout Award Mentors/DofE coordinators:

- Register the Group on the DofE site by emailing [dofe@scouts.ie](mailto:dofe@scouts.ie)
- The DofE coordinator in the Scout Group can fill in the expression of interest form for the members wishing to complete the Dual Award: [Duke of Edinburgh Award](#)
- Once payment is received the DofE/CSA manager in Scouting Ireland will then assign the relevant award packs to your Group's profile on the DofE website. Digital information packs will then be available to you.
- Information for CSA Mentors/DofE Co-ordinators can be found at this link: [Google classroom for DoE Coordinators/CSA Mentors](#)



## Presenting the Chief Scout Award

	Badges & Certs presented by	CSA Coin & Dual Award presentation [National Ceremony]	Uniform Requirements
 Beaver Scout	Group Leader	N/A	Beaver Scout CSA badge may be worn on Cub Scout uniform
 Cub Scout	County Commissioner	N/A	Cub Scout CSA badge may be worn on Scout uniform
 Scout	Chief Scout Award Mentor	Chief Scout & Gaisce/DofE Representative	Scout CSA badge may be worn on Venture Scout uniform
 Venture Scout	Chief Scout Award Mentor	Chief Scout & Gaisce/DofE Representative	Venture Scout CSA badge may be worn on Rover Scout uniform
 Rover Scout	Chief Scout Award Mentor	CSA Coin only	Rover Scout CSA may be worn on Scouter uniform

**Rover Scouts completing their Gaisce & DofE attend a separate ceremony for presentation of their respective GOLD awards.**

For positioning of the CSA award on scout uniform please refer to Scouting Ireland's uniform policy: [SID-UN01 - Uniform Policy - Scouting Ireland](#)





## Beaver Chief Scout Award

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

Only challenges/elements which are completed **AFTER** a Youth Member is registered for the award can be counted towards it.

**A minimum of 6 months duration.**

**Special Interest Badges** as follows:



**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 with a time commitment of at least 2 hours. A support to achieving this may be the World Scout Environmental Badge.



Two **Adventure Skills** to Stage 2.

**Expedition:** Walking 10 km over a 6-hour day. This can be on a Greenway or canal or a well-defined trail.

Other challenging expedition types such as water-based or cycling can also be undertaken - prior approval is required from [csa.support@scouts.ie](mailto:csa.support@scouts.ie)

**Intercultural:** Shared activity over 2 days/1 night to explore different cultures with a group in a residential/camp setting.



## Cub Chief Scout Award

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

Only challenges/elements which are completed **AFTER** a Youth Member is registered for the award can be counted towards it.

**A minimum of 6 months duration.**

**Special Interest Badges** as follows:



**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 with a time commitment of at least 4 hours. A support to achieving this may be the World Scout Environmental Badge.



Two **Adventure Skills** to Stage 2. One Adventure Skill to Stage 3.

**Expedition:** Walking 20 km over an 8 hour day.

Walking can be on a Greenway or canal, or on a safe, low-level, well defined trail. Other challenging expedition types such as water-based or cycling can also be undertaken - prior approval is required from [csa.support@scouts.ie](mailto:csa.support@scouts.ie)

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



## Scout Chief Scout Award

A Scout should be in their final year in the Section and must be at least 14 to begin the award.

Only challenges/elements which are completed **AFTER** a Youth Member is registered for the award can be counted towards it.

**A minimum of 6 months duration.**

**Special Interest Badges** as follows:



**Skill:** One Special Interest project from the **Skill** area.



**Physical:** One Special Interest project in the **Physical** area.



**Community:** One Special Interest project from the **Community** area.



**Environment:** One Special Interest project from the **Environment** area with a time commitment of at least 8 hours overall. A support to achieving this may be the World Scout Environmental Badge.

Note: A Special Interest project for the Scout Chief Scout Award must involve at least 1 hour a week for 13 Weeks for Skill, Physical & Community. An additional 13 weeks is required for 1 of these 3 Special Interest badges.



Two **Adventure Skills** to Stage 4. One Adventure Skill to Stage 5.

**Expedition:** Walking 25 to 35km over 2 consecutive days and 1 night.

Other challenging expedition types such as water-based or cycling can also be undertaken - prior approval is required from [csa.support@scouts.ie](mailto:csa.support@scouts.ie)

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



## Venture Chief Scout Award

The Venture Scout should be at least 9 months in the Section and must be at least 16 to begin the Award.

Only challenges/elements which are completed **AFTER** a Youth Member is registered for the award can be counted towards it.

**A minimum of 12 months duration - 6 months if Scout CSA holder.**

**Special Interest Projects** as follows:



**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 - with a time commitment of at least 12 hours overall.

Note: A Special Interest Project for the Venture Chief Scout Award must involve at least 1 hour a week for 26 Weeks for Skill, Physical & Community. For those that do not hold a Scout Chief Scout Award an additional 26 weeks must be completed for 1 of these projects.



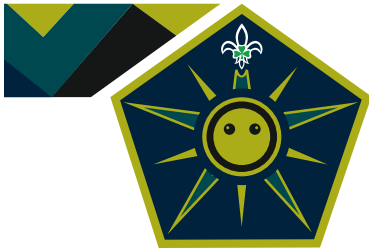
Two **Adventure Skills** to Stage 5. One Adventure Skill to Stage 6.

**Expedition:** Walking 50 to 75km over 3 consecutive days and 2 nights.

Other challenging expedition types such as water-based or cycling can also be undertaken - prior approval is required from [csa.support@scouts.ie](mailto:csa.support@scouts.ie)

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





## Rover Chief Scout Award

The Rover Scout may commence the award in the first year in the section.

Only challenges/elements which are completed **AFTER** a Rover Scout is registered for the award can be counted towards it.

**A minimum of 18 months duration - 12 months if Venture CSA holder.**

**Portfolio:** A written record of the work completed for all the elements of the award.

**Special Interest Projects** as follows:



**Skill:** One Special Interest Project from the **Skill** area.



**Physical:** One Special Interest Project in the **Physical** area.



**Community:** One Special Interest Project from the **Community** area.



**Environment:** One Special Interest Project from the **Environment** area - with a time commitment of at least 16 hours overall.

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

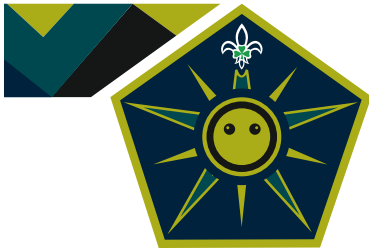


Two **Adventure Skills** to Stage 6. One Adventure Skill to Stage 7.

**Expedition:** Walking 80 to 110km over 4 consecutive days and 3 nights.

Other challenging expedition types such as water-based or cycling can also be undertaken - prior approval is required from [csa.support@scouts.ie](mailto:csa.support@scouts.ie)

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



## Rover Chief Scout Award Portfolio

A portfolio of the participants' experiences in completing the Award is required for the Rover Chief Scout Award. It should include the following:

- An introduction: Introduce yourself - where you were born and grew up, where you went to school etc. Are you the holder of a previous Award or Awards? If so, is the Gold Award with the same Mentor/PAL. If not, who was your Mentor/PAL for the other Award(s)? Why did you decide to go for the Gold Award?
- One page (approximately 300 to 400 words) on each Special Interest project and Adventure Skill undertaken. The challenges completed, the highs & lows!
- 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 and sketches; thoughts & reflections; a record of personal involvement & progress; a budget, menu and programme.
- Conclude with what you personally got from going for and completing the Rover Chief Scout Award.
- Include photos, drawings, copies of certificates attained, route maps, plans, charts, lists, team information etc.



## Special Interest Badges/Projects

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

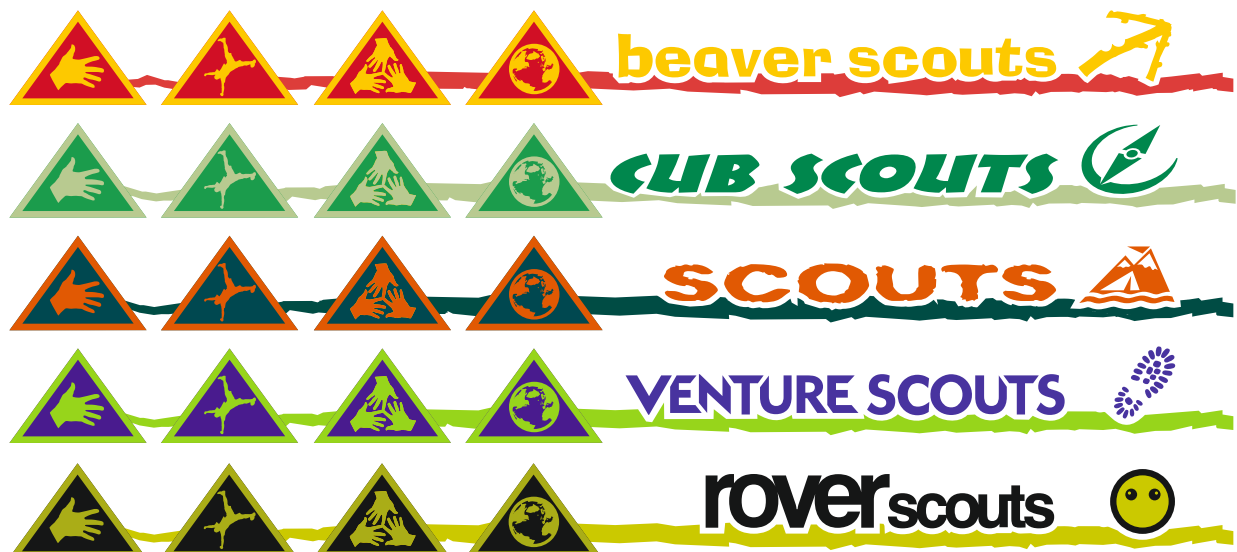
Of the five areas for Special Interest Badges (Personal Skill, Physical Recreation, Community Involvement, Environment and Adventure), four are relevant to the Chief Scout Award:

1. **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.
2. **Physical/Recreation:** Any physical pursuit or activity– e.g. athletics, sports, caving, mountain biking etc.
3. **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, etc.
4. **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, etc.

The Youth member, in consultation with one of their section Scouters:

- Decides what their challenge will be.
- Plans a project to complete the challenge - what - how - when - where.
- Agrees what Special Interest projects - and Adventure Skills & stages - they will complete.

A mentor may be required to assist with these, 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 suitability qualified person from another organisation of which the young person is a member.



## Special Interest projects - alignment

When working on a Special Interest project for the Chief Scout Award specific requirements apply to align with Gaisce/DoE.

### Scouts:



- The Skill, Physical and Community Special Interest project must involve at least an hour a week for at least 13 weeks, or equivalent regular involvement.
- If the Scout does not hold the Cub Chief Scout Award, there is an additional requirement of a further 13 weeks, or equivalent regular involvement, for one of these badges.
- The Environment Special Interest project should involve a minimum time commitment of 8 hours to complete the selected project.

### Venture Scouts:



- The Skill, Physical, and Community Special Interest project must involve at least an hour a week for at least 26 weeks, or equivalent regular involvement.
- If the Venture Scout does not hold the Scout Chief Scout Award, there is an additional requirement of a further 26 weeks, or equivalent regular involvement, for one of these badges.
- The Environment Special Interest project should involve a minimum time commitment of 12 hours to complete the selected project.

### Rover Scouts:



- The Skill, Physical, and Community Special Interest project must involve at least an hour a week for at least 52 weeks, or equivalent regular involvement.
- If the Rover Scout does not hold the Venture Chief Scout Award, there is an additional requirement of a further 26 weeks, or equivalent regular involvement, for one of these badges.
- The Environment Special Interest project should involve a minimum active time commitment of 16 hours to complete the selected project.

All skills development, physical activities and community involvement will need to be signed off by a recognised Scouter/Mentor/Coach, or to be certified, i.e. it cannot be an informal thing, and it needs to be a formal endeavour which is verifiable/verified.

## Expedition

This section requires the Youth Member to plan, prepare and organise an **Expedition** - in a manner and with appropriate support that accounts for age, section, personal challenge and individual circumstances.

### Expedition Guidelines

- It should be a challenge for the Youth Members involved.
- The Youth Members completing their Chief Scout Award should lead the activity.
- It should involve a team - Lodge, Six, Patrol, Crew, Project or Expedition Team.
- A record of the expedition must be kept. Can be in the form of a log or similar.

Although there are specific requirements outlined regarding distance to travel and the number of days involved, it is a flexible model which can be adapted to the abilities, interests and experience of those involved. It is the ethos of the expedition which is important.

Where suitable, youth members may consider alternative expedition formats. For example cycling or a water-based expedition - or equivalent personal challenge. Prior approval is required from [csa.support@scouts.ie](mailto:csa.support@scouts.ie) for alternative formats.

The expedition format and plan is to be agreed with the Mentor/PAL/Scouter prior to starting the expedition.

### Expedition Record Guideline

Each Youth Member should have a record of the expedition through their planning, organising, leading, responsibility for and reviewing of the chosen expedition. This record is for the benefit of the Youth Member, their expedition team, and their section. It is not to be submitted to National Office, except in the case of the Rover Chief Scout Award.

- Beaver Scout: A simple day plan, a sketch map, and photos/drawings.
- Cub Scout: A simple programme, sketch map, a menu, gear list & log/photo journal/drawings.
- Scout: A brief written log, an activity programme, a route description, sketch map & map extracts, budget, menu, gear list and photos/drawings.
- Venture Scout: A written log, activity programme, record of the planning process, route card, sketch map, budget, gear list, menu and photos/drawings.
- Rover Scout: A written log, daily activity programme, record of the planning process, route description/card, sketch map & map extracts, budget, gear list, menu, and photos/drawings. 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 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.
- For Scouts, Venture Scouts & Rover Scouts it needs to include a community project.
- A record of the activity must be made.

It is essential that the Youth Members themselves plan, organise and lead 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. 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 other than your own Scout Group. Ideally, it would be a group from another community organisation, another cultural group, or another country/nationality. 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. 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 most 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 or community group with children of the same age.
- Cub Scout: Another Cub Scout Pack, a Girl Guide or youth group from a culturally/socially different area.
- Scout: A Scout Troop from another Scout County, a Girl Guide Group, a vocational group, a youth group from a culturally/socially different area, a youth group for additional needs.
- Venture Scout: A Venture Scout Unit/Crew from another County or Province, a Venture Scout Unit/Crew from another country, a Girl Guide Group, a vocational group, a youth group from a culturally/ socially different area, a youth group for additional 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 youth group from a culturally/socially different area, a youth group for additional needs.



## Partnerships

Partnership is a process of two or more groups working together on a project with the same objective, exchanging experiences. A partnership must have a spirit of cooperation, understanding and respect towards each other.

Partnership is also about:

- Friendship
- Tolerance
- Fun
- Teamwork
- Sharing Ideas/Common Interests
- Achieving Goals
- Helping
- Working Together
- Getting To Know Each Other
- Exchange Of Experience
- New Motivations
- New 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 parties understand and agree 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 established and adhered to by all.
- 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 fully understand the Child Protection & Safeguarding 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 values of the Scout Movement.

For further information on Shared Activities and Partnerships check out [scouts.ie](https://www.scouts.ie)

## Intercultural Aspect

The activity should be a different and distinct experience that involves learning about other cultures or social realities and appreciate interdependence in a spirit of respect for the values of pluralism, mutual understanding, and peace. Reflecting Scouting's learning philosophy, the intercultural aspect occurs within a scouting residential activity with another group. Specific resources are available to assist Groups in running these events at [scouting360.ie](http://scouting360.ie)

Two primary ways to achieve the Intercultural Aspect:

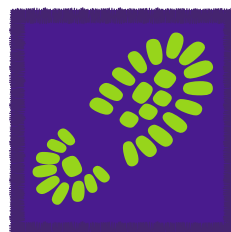
1. Working with an external group, who are culturally/ socially distinct from one another. This should involve shared activities and facilities to explore perspectives on issues.
2. Having a significant intercultural aspect to the programme. This involves activities designed to explore issues relevant 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, language, religion, identity and socio-political groupings.

Intercultural education is about:

- Respecting, celebrating & recognising the normality of diversity in all aspects of life.
- Provides understanding and respect for all peoples; their cultures, civilisations, values, and ways of life; including domestic ethnic cultures and the 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.

Resources to support the Intercultural Aspect are available on Scouting Ireland's website. Activities from the areas of Intercultural Education, Global Education and Peace Education are ideal to incorporate into any plan.



## Community Project Scouts - Venture Scouts - 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 must explore options and choose a suitable project which is organised by them.
- Should be appropriate 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 considers 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 Scout Movement.

### Community Project Guidelines

Below are the minimum time requirements for a project for each section. The time listed refers to actual hours working (i.e. not considering breaks, travel 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 total over 2 days.
- Rover Scouts: A two-day project – at least 14 hours in total over 2 days.

## Community Project Guidelines examples

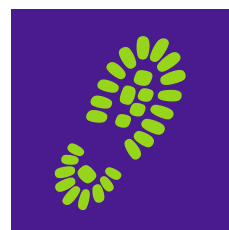
A Community Project could be anything which is of benefit to the community or an area once it meets the required standard.

Examples: Running a 'Scouting Skills Day' with a group of young people with physical disabilities; a Cultural Festival for your community; a Fair Trade campaign/stall in a local shopping centre; a Clean-Up of a section of a local river and add features to support wildlife; a Day Trip for a day-care centre for the elderly.

## Guidelines for Recording the Experience

Each Youth Member should make their own account of the experience, 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/Poster.
- Cub Scouts: Photo/Cartoon Journal/Poster; 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, equipment and programme.
- Rover Scouts: Photo/Sketches Journal; thoughts/ reflection written down; record of personal involvement/progress; budget, menu, equipment 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 & mentor the Youth Member in the completion of their Award.

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

- Understand the Chief Scout Award, its ethos, objectives, and requirements – and where it fits in the overall scout programme for their section.
- Understand the Gaisce (RoI/UK) or the DofE (UK), its ethos, objectives and requirements in relation to Scouts, Venture Scouts or Rover Scouts undertaking the respective awards.
- Know who their local Chief Scout Award Mentor is if their Section or Group does not have one.

## Mentors

In the Beaver Scout & Cub Scout Sections, their Section Scouters with an understanding of the Chief Scout Award and its requirements are their Mentors.

For the Scout/Venture Scout/Rover Scout, the mentors 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 Chief Scout Awards.

## Mentors - Process

- Scouter contacts [csa.support@scouts.ie](mailto:csa.support@scouts.ie) with expression of interest to become a Chief Scout Award Mentor.
- Contacted by Scouting Ireland and agree next steps.
- Complete 3 hour training workshop.
- Approved and added to list of Chief Scout Award Mentors.



## Working with Gaisce PALs, DofE Coordinators and CSA Mentors from outside your Section/Group

If none of the Programme Scouters in your own Scout Group is a Chief Scout Award Mentor, then it will be necessary for a Mentor from outside the group 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 CSA Mentor from outside the Group should:

- Meet with the Youth Member (and a section Scouter where appropriate) before they have been registered for the Award and agree on the challenges to be undertaken for the Chief Scout Award and the Gaisce/DofE requirements. A suitable time scale should be decided upon.
- 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).



## Plan-Do-Review cycle

The Plan-Do-Review Cycle is critical to the Chief Scout Award - as it is to all of our Scout Programme.

### Plan

- The Youth Member will meet with a Scouter/Chief Scout Award Support Scouter to plan the path for their Chief Scout Award.
- Follow the relevant process for the Dual Award or the CSA only.
- Involves the Youth Member working in a team (Lodge, Six, Patrol etc.) and in their Section to facilitate areas such as Adventure Skills, the Expedition and the Intercultural/Residential Experience.

### Do

- The Youth Member completes challenges both personal and as part of a team or section.
- Programme Scouters and Chief Scout Award Mentors should regularly check-in with the Youth Member.

### Review

- Review is fundamental and should be done on a regular basis, as required.
- Activities are evaluated both informally and formally.
- Informal evaluation: Indicates how the Youth Member feels about their progress, the activities, levels of enjoyment, etc. Programme Scouter is involved.
- Formal evaluation: Assess progress and understand the objectives that have been met and what lessons have been learnt. The Chief Scout Award Mentor will usually be involved in formal evaluations.
- Youth Members and Scouters can evaluate how the Award is going and make any necessary alterations.
- Modify the plan, the challenges or agreed targets if things are not working out as expected or an issue arises
- This learning process is just as important as the completion of the Award.

**PLAN IT.  
DO IT.  
REVIEW IT.**

## Dual Award

The Dual Award is the undertaking of the Chief Scout Award together with the relevant Award partner – Gaisce/President's Award or Duke of Edinburgh Award – also known as the International Award. Youth Members can only do the relevant Dual Award for their Section

-  Scout Chief Scout Award - Gaisce/DofE BRONZE Award
-  Venture Chief Scout Award - Gaisce/DofE SILVER Award
-  Rover Chief Scout Award - Gaisce/DofE GOLD Award



## Gaisce – the President’s Award

Gaisce - the President’s Award is a personal challenge set by the young person and agreed with a President’s Award Leader (PAL).

Each challenge is completely individual - participants only compete with 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 levels of Award:

**BRONZE** minimum age is usually 15, but Scouting Ireland has an arrangement that 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.

**SILVER** minimum age is 16. Earned over a minimum period of 12 months or 6 months for Bronze Award holders.

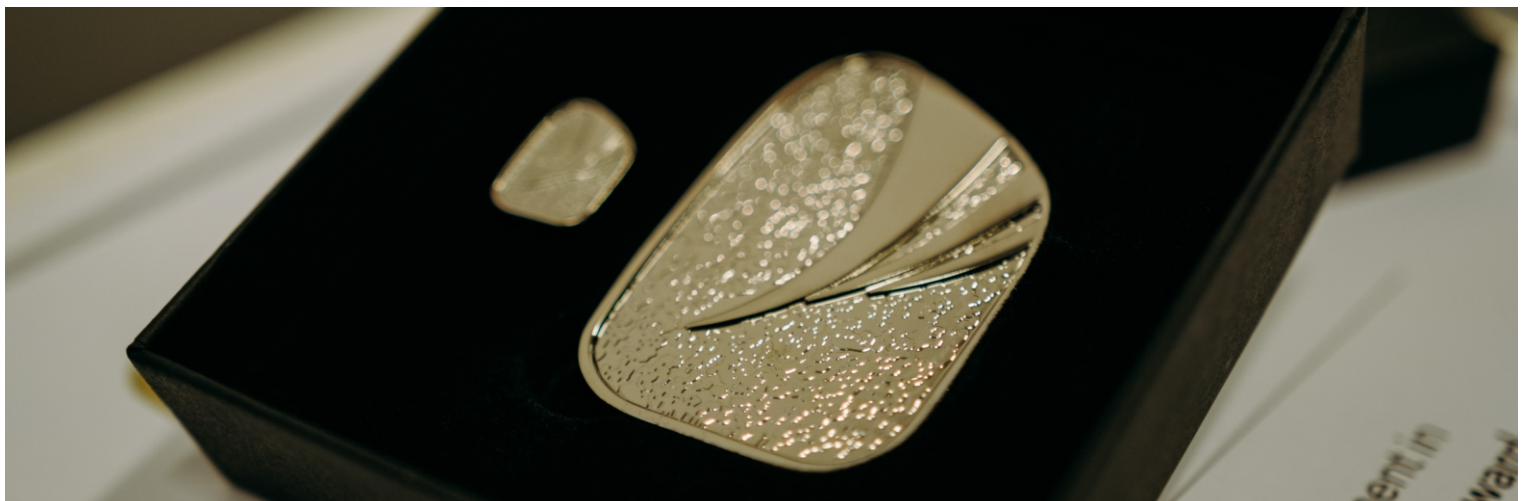
**GOLD** minimum age for this award is 17. It is earned over a minimum period of 18 months, or 12 months for Silver Award holders.

Within Gaisce there are 4 different challenge areas:

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

For the Gaisce Gold Award there is a fifth area called **Residential** requiring a 4 to 5 day residential intercultural experience.

Gaisce Gold Award participants are required to submit a **Portfolio** of all their experiences to Gaisce and a copy to [csa.support@scouts.ie](mailto:csa.support@scouts.ie)



## Duke of Edinburgh Award

The Duke of Edinburgh [DofE] award is an adventure from beginning to end. It does not matter who you are or where you are from. You just need to be aged between 14 and 24 and realise there is more to life than sitting on a sofa watching life pass you by.

- You can do programmes at three levels: Bronze, Silver, or Gold.
- You achieve an Award by completing a personal programme of activities in four sections (five if you are 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 spent is dependent on the level of Award.
- You will find yourself helping people or the community, getting fitter, developing skills, going on an expedition, and for Gold taking part in a residential activity.
- You get to choose what you do!
- Your programme can be full of activities and projects that get you buzzing , new experiences, new friends. It's all about realising your talents.
- Three levels of award: Bronze, Silver & Gold.
- There are age restrictions for each level, so it makes sense to build yourself up rather than dive in at the deep end.

**You have until your 25th birthday to complete whichever level you are working on and achieve an Award.**



## 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 and being a Scouter. However, a change-over period will be permitted. If such a limit is required, please contact [csa.support@scouts.ie](mailto:csa.support@scouts.ie)



## Doing Gaisce/DofE outside Scouting

Some Youth Members may be completing Gaisce/DofE outside of Scouting, especially as many schools include it in Transition Year programmes. Doing Gaisce/DoE outside of Scouting does not automatically entitle the Youth Member to receive the Chief Scout Award. If coordinated properly, the requirements met by the Youth Member outside of Scouting will count 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.

As scouts, Youth Members are primarily completing the Chief Scout Award (which has requirements beyond Gaisce/DofE).

Youth Members who complete the Gaisce/DofE outside of Scouting can be presented with that award both within Scouting and in the organisation in which they completed it.

## Additional 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 circumstances of an individual. Chief Scout Award Mentors are best able to advise in this area.

## Outside Accreditation

Youth Members may be completing some 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.

# Appendix - Tracker Cards

The following Tracker Cards set out the CSA requirements for each section to help the youth member to record their CSA plan and their progress.

There is no requirement to submit them to National Office.





<b>Name</b>	<b>Date</b>
<b>Group</b>	

## Beaver Chief Scout Award - Tracker Card

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

Only challenges/elements which are completed **AFTER** a Youth Member is registered for the award can be counted towards it.

**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 - with a time commitment of at least 2 hours overall. A support to achieving this may be the World Scout Environmental Badge.



Two **Adventure Skills** to Stage 2.

**Expedition:** Walking 10 km over a 6-hour day. This can be on a Greenway or canal or a well-defined trail.

Other challenging expedition types such as water-based or cycling can also be undertaken. Prior approval for other expedition types required from: [csa.support@scouts.ie](mailto:csa.support@scouts.ie)

**Intercultural:** Shared activity over 2 days/1 night to explore different cultures with a group in a residential/camp setting.



Name	Date
Group	

# Cub Chief Scout Award - Tracker Card

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

Only challenges/elements which are completed **AFTER** a Youth Member is registered for the award can be counted towards it.

**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 - with a time commitment of at least 2 hours overall. A support to achieving this may be the World Scout Environmental Badge.

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Two **Adventure Skills** to Stage 2. One Adventure Skill to Stage 3.

**Expedition:** Walking 20 km over an 8 hour day. Expedition can be on a Greenway or canal, or on a safe, low-level, well-defined trail.

Other challenging expedition types such as water-based or cycling can also be undertaken. Prior approval for other expedition types required from: [csa.support@scouts.ie](mailto:csa.support@scouts.ie)

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



<b>Name</b>	<b>Date</b>
<b>Group</b>	

# Scout Chief Scout Award - Tracker Card

A Scout should be in their final year in the Section and must be at least 14 to begin the award.

Only challenges/elements which are completed **AFTER** a Youth Member is registered for the award can be counted towards it.

**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 - with a time commitment of at least 8 hours overall.

Note: A Special Interest Badge for the Scout Chief Scout Award must involve at least 1 hour a week for 13 Weeks for Skill, Physical & Community. An additional 13 weeks is required for 1 of these 3 Special Interest badges.

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Two **Adventure Skills** to Stage 4. One Adventure Skill to Stage 5.

**Expedition:** Walking 25 to 25km over 2 consecutive days and 1 night.

Other challenging expedition types such as water-based or cycling can also be undertaken. Prior approval for other expedition types required from: [csa.support@scouts.ie](mailto:csa.support@scouts.ie)

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



<b>Name</b>	<b>Date</b>
<b>Group</b>	

## Venture Chief Scout Award - Tracker Card

The Venture Scout should be at least 9 months in the Section and must be at least 16 to begin the Award.

Only challenges/elements which are completed **AFTER** a Youth Member is registered for the award can be counted towards it.

**A minimum of 12 months duration. 6 months if Scout CSA holder.**




**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 - with a time commitment of at least 12 hours overall.

Note: A Special Interest Badge for the Venture 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 a Scout Chief Scout Award an additional 26 weeks must be completed for 1 of these badges.



Two **Adventure Skills** to Stage 5. One Adventure Skill to Stage 6.

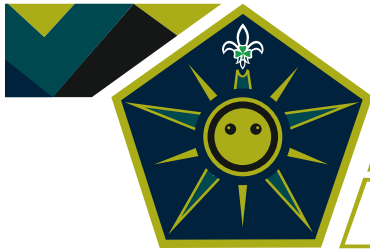
**Expedition:** Walking 50 to 75km over 3 consecutive days and 2 nights.

Other challenging expedition types such as water-based or cycling can also be undertaken.

Prior approval for other expedition types required from: [csa.support@scouts.ie](mailto:csa.support@scouts.ie)

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





<b>Name</b>	<b>Date</b>
<b>Group</b>	

## Rover Chief Scout Award - Tracker Card

The Rover Scout may commence the award in the first year in the section.

Only challenges/elements which are completed **AFTER** a Rover Scout is registered for the award can be counted towards it.

**A minimum of 18 months duration. 12 months if Venture CSA holder.**

**Portfolio:** A written record of the work completed for all the elements of the award.




**Skill:** One Special Interest Project from the **Skill** area.




**Physical:** One Special Interest Project in the **Physical** area.




**Community:** One Special Interest Project from the **Community** area.




**Environment:** One Special Interest Project from the **Environment** area - with a time commitment of at least 16 hours overall.

Note: A Special Interest Project for the Rover 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 a Venture Chief Scout Award an extra 26 weeks must be completed for 1 of these badges.



Two **Adventure Skills** to Stage 6. One Adventure Skill to Stage 7.

**Expedition:** Walking 80 to 110km over 4 consecutive days and 3 nights.

Other challenging expedition types such as water based or cycling can also be undertaken.

Prior approval for other expedition types required from: [csa.support@scouts.ie](mailto:csa.support@scouts.ie)

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

## Activity Ideas - Skills

- Acting/ Musical
- Arts and Crafts
- Calligraphy
- Chess
- Computers
- Cooking/baking
- Dance Classes
- Debating team
- Drive - learn to
- Film Editing (contact IFI)
- First Aid
- Language (must be extra-curricular)
- Knitting
- Life Saving
- Literacy
- Metalwork
- Musical Instrument
- Painting
- Photography
- Script Writing
- Sewing/Cross stitch
- Sign Language
- Singing Lessons
- Web Design
- Woodcarving
- Woodturning
- Woodwork

## Activity Ideas - Physical

- 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
- Weightlifting
- Yoga

## Activity Ideas - Community

- 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 – lasting 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
- Additional 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
- Visiting an elderly neighbour (not a relative)
- Volunteer in an animal shelter
- Volunteering in a School or Community Library
- Volunteering in the local charity shop
- Young Social Innovators

## Activity Ideas - Environment

- Allotment/Garden
- Environmental Society
- Tree Planting
- 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 & 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

## Partnership Examples

- 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/Girls Brigade
- Irish Wheelchair Association
- Community Games
- IntroArt
- Localise-Peace Corps
- Macra na Feirme
- YMCA Ireland
- LGBT Youth Groups

# A Scouting Ireland Programme Resource

Scouting Ireland Programme Team - 2026

## With Thanks to:

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