



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

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.

