

Challenge 4

ENVIRONMENT

Undertake an environmental project in the form of an activity, research or survey relevant to your local area or an area in which your Troop does most of its Scouting. This could be a campsite, woodland, park area, open land, beach or coastline with which you are familiar.

Challenge 5

PERSONAL CHALLENGE

Set yourself a personal challenge, not necessarily part of your normal scouting activities and **not** part of your school work, which you will endeavour to achieve during your year completing the Chief Scout's Award. This could be learning a new activity or skill or raising a current interest to a new level and you must be able to illustrate proficiency in a new interest or progress in an existing one.

Challenge 6

QUALIFICATION

Achieve or have achieved one of the following qualifications as part of your Chief Scout's Award:-

- Intermediate RLSS Resuscitation Award
- RLSS Bronze Medallion
- Recognised First-Aid Course
- National Safety Association Swimming Level 4
- Intermediate Charge Certificate
- Canoe badge
- Orienteering award
- Other award or proficiency of a programme nature defined by the National Scout or Sea Scout Team or by your Scout Leader

Name _____ Age _____

Address _____

Group _____

CHIEF SCOUT'S AWARD

Setting the Challenges

Scouts with their Scout Leader agree their own challenges in each of the five categories. The challenges are recorded on this form.

The Scout Leader should ensure a suitable STANDARD OF THE CHALLENGES is achieved by verifying that the challenges have been set in accordance with the criteria laid down below and then sign this form before it is sent to National Office.

The standard of the challenges should be relevant to the Scout's ability and the quality of Scouting in the Troop, so that they are both challenging and achievable.

Once you have been registered as a participant in the Award, you will receive an acknowledgement from the Chief Scout accepting your challenges and stating your Chief Scout's Award registration number; you will have one year from that date to complete your challenges and submit your completed logbook.

Assessment of Completed Challenges

The Chief Scout will assess the challenges, once completed, upon presentation of the Scout's Logbook.

This is to acknowledge that the Scout named below and his/her Leader have agreed the challenges listed, and we wish to have them registered with the Chief Scout.

Signed _____ (Scout)

Signed _____ (Leader)

Date _____

Challenge Criteria for the Chief Scout's Award

Challenge 1 EXPEDITION

Plan and organise an expedition by foot, bicycle, boat or canoe of at least two nights' duration covering:-

- ➔ 30km on foot over open country or
- ➔ 100km by bicycle or
- ➔ 30km by boat or canoe (coastal, river, canal or lake)

The expedition should be planned under the supervision of your Scout Leader and all safety precautions for the various disciplines must be adhered to.

You may complete the expedition with other members of your Troop doing the Chief Scout's Award, but a maximum of three Scouts may count the same expedition as part of their Chief Scout's Award.

Challenge 2 DAY ACTIVITY

Plan and lead a day activity such as a hike, cycle or boating trip for other members of your Troop producing route cards, maps, safety considerations and emergency procedures. The activity should have a novel programme on route, eg. orienteering, dusk to dawn, historical visit etc.

cont. ↗

Challenge 2 continued

- ➔ Hike 15km over open country
- ➔ Cycle 50km road or off road
- ➔ Boat / Canoe 10km river, canal, lake or coastal

Only the planner or organiser may count this towards their Chief Scout's Award.

Challenge 3 SCOUT SKILLS

Lead the construction of one of the following items, which you have not constructed before:-

- ➔ A monkey bridge over a river
- ➔ A look-out tower for your Summer Camp
- ➔ A classic altar fire with a back boiler
- ➔ A classic altar fire with an oven
- ➔ A hyberbola gateway for your Troop site campsite
- ➔ A campsite gateway with look-out tower
- ➔ A substantial knot board for your Scout Hall
- ➔ Build a raft and paddle it over a distance of half a mile
- ➔ Construct a full nautical flag pole on your Summer Camp
