

ADVENTURER BADGE



You have now reached the final major signpost along the Scouting path, the ADVENTURER Badge. The Adventurer Badge is designed to provide you with opportunities to teach and test other Scouts to pass their Pioneer and Explorer targets. This is your opportunity to pass on the knowledge and skills you have gained on your journey by teaching and using your knowledge to organise practical and challenging activities.

To gain your Adventurer Badge you must complete the two compulsory Targets, Campcraft and Citizenship, and one from the Adventurer Elective Targets. To gain the Adventurer Cord you must complete one Patrol Activity plus two Proficiency Badges (being a total of three Patrol Activities and six Proficiency Badges).

The Adventurer section sets out the requirements for each Adventurer Target Badge. You will note that they are displayed so that you can see your progress. For additional details of the requirements you should refer to *The Scout Award Scheme Book*. You also need to keep a record of each test as you pass it.

ADVENTURER CORD

The requirement for awarding the Explorer Cord are for the Scout to have completed

- the Adventurer Badge.
- plus two Proficiency Badges at this level, making a total of six Proficiency Badges.
- plus one Patrol Activity Badge at this level, making a total of three Patrol Activity Badges

The ADVENTURER Badge is your final major signpost.

Now you will want to earn your next target - the **ADVENTURER** Badge.
 You must complete Campcraft and Citizenship and then one of the Elective targets



Campcraft – Leadership, 15 nights camping, 30kms hike.



Citizenship – Leadership, cultural understanding, first aid course and community service.



Air Activities - Aircraft recognition, understand weather patterns, radio communications and aircraft familiarization or model construction.



Construction - Plan and complete projects, including a catapult and swing bridge.



OR



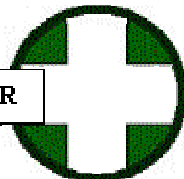
Environment – Wetlands, natural, recycling and environment management.



Water Safety - Swim with life jacket and perform two rescues.



OR



Emergencies – Organise two mock emergencies, first aid and visit a hospital or other location.



Water Activities - Interpret weather maps, understand safe boating procedures, repair and maintenance of craft.

When you have completed all three target badges you will then be presented with the **ADVENTURER** BADGE



The Award Scheme is designed so that while you are completing the Adventurer Target, you have an opportunity to display your knowledge and skills by teaching others in your Patrol at Pioneer or Explorer Level. You can also gain The Australian Scout Medallion.

When choosing your elective target, you have two choices in Environment and Emergencies. If you select Environment, you can do either the Adventurer Environment Target Badge or complete the World Conservation Badge. If you choose Emergencies as an elective, you can do either the Emergencies or First Aid Badge