



Adventurer Level Journey Information for the Scout



So – you want to do your Adventurer Level Journey but don't know where to start?

This document contains what you need to know, what you have to do and when you need to do it. Don't forget to leave time for your Australian Scout Medallion as well.

In addition to this document you should also read:

- The **Timeline for the Scout** document. This may help you plan the tasks before your journey.
- The **Skills and Planning Checklist** - This covers what your Journey Advisor will check

Use the PLAN – DO – REVIEW process to help you plan your journey, go on your journey and then review your journey via your log.

- PLAN -

BEFORE YOUR JOURNEY (at least 8 weeks before the journey starts & 10 weeks before your 15th birthday)

Your completed journey log must be submitted to the Troop Council before you turn 15. You should allow a week or two to write up your log. **That means your journey should occur at least 2 weeks before you turn 15.** It's better to allow *more time* in case something prevents you from starting the journey on time. You can start working on your Australian Scout Medallion (ASM) before you complete the Adventurer Journey. **Don't leave it to the last minute - start planning your journey (and ASM) well before your birthday.**

Talk to your Scout Leader: This would usually be the Leader in charge of your Troop but does not have to be. It may be one of the Assistant Scout Leaders, or another Leader you are comfortable discussing things with. Whoever you choose they should be familiar with the Scout Award Scheme and the journey requirements. From the rest of this document we'll call this person your Scout Leader. Ask them about the following:

- **Did you know you can do a canoe or bike journey, not just a bushwalk?** Ask your Leader about different types of journeys.
- **Discuss possible journey locations.**
- Set a date or range of dates for the journey.
- Think about who you might take on the journey with you. You want Scouts who can cope with the journey you want to do, who you can rely on and who get along together. You need at least 4 other Scouts i.e. a total of 5 Scouts including yourself. It's better to ask more, because if someone pulls out you will need to find a replacement (and that could delay your journey).
HINT: If you ask more people to start with, you'll be better off if someone pulls out at the last minute!
- **Ask to have a Journey Advisor appointed.** This is a Leader with appropriate qualifications and knowledge about the type of journey you want to do, and the area in which your journey will take place.
HINT: This is an important step to get organised as soon as you possibly can.
- **Ask how the journey location is chosen,** whether you suggest a route or whether one is assigned to you. In either case make sure your route is approved by the Journey Advisor *before* you start on your route plan. The route must be in unfamiliar terrain and be at least 30 km long for a hike journey. For canoe and bike journeys the length is determined by how long you need to paddle or cycle over the total journey. The route should require a total of 12 hours paddling or cycling over the 3 days. That time doesn't include time camping, sleeping or travelling to the start or finish of the journey.
- **If you are suggesting your own route,** you should prepare a route plan to take with you when you meet up with your Journey Advisor.
HINT: Take the opportunity to work with your Scout Leader about how to best go about this.

Find out when the Troop Council is meeting next because you need their approval before you start your journey.

BEFORE YOUR JOURNEY (at least 7 weeks before the journey starts)

Talk to your Journey Advisor and organise a meeting date. Your parent or guardian should come with you to this meeting. Allow time to find a meeting time and location that suits everyone. You may just meet once, or you may have an initial meeting then go away and work on your plans and meet again later.

Discuss the route with the Journey Advisor. Try to confirm a journey route so you can begin further planning.

BEFORE YOUR JOURNEY (at least 6 weeks before the journey starts)

Finalise the journey route and dates.

Once you have a location approved for the journey, you can continue the planning!

- Set the date for the journey
- Invite the journey patrol members to come on your journey
- Find the topographic maps covering your route
- Begin doing a detailed route plan (with grid references, timings, breaks etc.)
- Write a Patrol gear list (tents, stove, pots etc.)
- Write a personal gear list (clothing, head torch, etc.)
- Write a menu (**Remember to ask** if any of the Scouts coming on the journey have food allergies or special dietary needs and then adjust your menu if necessary.)

BEFORE YOUR JOURNEY (at least 5 weeks before the journey starts)

Meet with your Journey Advisor.

Your Journey Advisor will have hiking experience (or canoeing / cycling experience for canoe or bike journeys), and will know your proposed route. The Journey Advisor will provide advice on route variations, where to camp, where to find water, escape routes, risk management and weather analysis.

He or she will check your map reading and navigation skills, your route plan, and your menu and gear lists. **IMPORTANT: Revise navigation *before* the meeting as you are expected to know this area well. Make sure you have the menu, gear lists and route plan prepared *before* the meeting.**

Bring the following to the meeting:

- Your route plan.
- Your proposed menu.
- Your proposed gear lists. Make sure you have both Patrol gear (like tents, pots, stove, first aid supplies etc.), and a personal gear list for all the patrol members (backpack, jacket, hat etc.).
- The maps which cover your route. These should be topographical maps, usually 1:25,000 scale.
- Photocopies of your maps, preferably in colour so you can draw on them and not be worried about damaging the original.

If you are fully prepared, your Journey Advisor may give you the approval to proceed at the meeting, but you may need to make some alterations before you have their approval.

BEFORE YOUR JOURNEY (at least 4 weeks before the journey starts)

Make any changes to your route plan, escape plans, gear lists etc. as requested by the Journey Advisor.

Make a date to meet with the Troop Council. *You will need their approval before your journey proceeds any further.*

Other tasks:

- Finalise the costs for the journey – gear, food, transport, booking or park fees etc. You will probably have to estimate the food costs.
- Prepare the Activity Notification forms for your journey (E1s Parts 1 & 2, and E1 Part 3). The 'Activity Coordinator' on the form must be an adult Leader, and this must be the same person for both sets of forms. Discuss this with your Scout Leader

- Find out if you need to contact the Police in the area of your journey, and if any other organisations need to be notified about your trip. If your route crosses private land, check if you need the landholder's permission to do so.
- Distribute the Activity Notification forms to your patrol members, Scout Leader, Journey Advisor and the adult Leader who will monitor your hike (if it isn't the Scout Leader or Journey Advisor).

BEFORE YOUR JOURNEY (at least 3 weeks before the journey starts)

Review your entire journey plans so far with your Scout Leader for their advice and guidance. Remember there is more to planning the journey than just the actual hike, canoe or cycle!

Check with your journey patrol:

- Finalise the menu
- Do they have all the gear listed on the form?
- Confirm transport arrangements

Discuss what gear you need with the Scout Leader or your Group's Quartermaster if you have one.

BEFORE YOUR JOURNEY (at least 2 weeks before the journey starts)

- Begin monitoring the weather in the journey area. Check www.bom.gov.au. You need to know if there will be storms, severe wind or heavy rain etc. before or during your journey that may affect your plans.

You need final approval from your Scout Leader both you go to Troop Council.

- Meet with the Journey Advisor again if necessary or as requested by your Scout Leader.
- Meeting with your Scout Leader and ask for his or her *overall approval* of your plans so far to ensure you're ready for your meeting with the Troop Council.

Meet with the Troop Council. Ask them to approve your proposed journey.

 They will want evidence that:

- You have led an Explorer Level Journey or other journey before – these would be great preparation for your Adventurer Level journey.
- You have completed Adventurer Level Navigation.
- You have completed Adventurer Level First Aid or Emergencies, or have a recognised First Aid certificate.
- You have allowed enough time to plan and complete your journey and submit your log to the Troop Council before your 15th birthday.
- Your proposed journey
 - Is it in an unfamiliar location (i.e. you haven't walked the exact route before)?
 - Is it 30 km or over?
 - Does it provide a reasonable challenge for you?
- Your proposed journey participants
 - Are there at least 4 other Scouts going on the journey i.e. at least 5 including you?
 - Are they fit enough for your journey? Will they get along and work well together?
- If you have approval from the Scout Leader.

Once you have approval from the Troop Council, you're almost ready to go...

BEFORE YOUR JOURNEY (at least 1 weeks before the journey starts)

Continue watching the weather.

Collect together all the Patrol gear - tents, stoves, pots, first aid kit etc. – you need.

Buy the non-perishable food.

Organise a meeting with all the Scouts coming on your journey

- Get them to bring their backpack filled with what they plan to take
- Check each person's weight. They should carry no more than 1/5th of their body weight i.e. their backpack should weigh 20% of their body weight or less – including their share of the food and Patrol gear.
- Distribute the Patrol gear and food so that no one is carrying too much weight. Remember to allow for any perishable food you need to buy later.

- Collect all the signed Activity Notification forms. Make sure they are properly filled out i.e. with medical and contact details filled in and signed by those required. The Adult leader monitoring your hike will need a copy of the forms whilst you are on your journey; you will take the originals with you.
- Check if any of the Patrol Members have special medical needs or allergies and include ways to deal with potential issues that may arise from these in your risk management plan.

BEFORE YOUR JOURNEY (the morning of or the day before the journey starts)

- Check the Rural Fire Brigade fire risk website: <http://www.rfs.nsw.gov.au/fire-information/fdr-and-tobans>
 - Is there a total fire ban? You may need to change your menu to food which doesn't require cooking.
 - Is there a severe or catastrophic fire warning? You may need to consider postponing your journey.
- Check the weather forecast: <http://www.bom.gov.au/nsw/>
 - Are there any severe weather warnings for the area of the journey?
 - Is it going to be significantly hotter / colder / wetter than anticipated? You may need to warn the other journey members to bring swimmers / warmer clothing / rain pants etc.
- *Within 24 hours of starting your journey you need to consult with and get 'on the day' approval from your Scout Leader that the journey can proceed.*

- DO -

DURING YOUR JOURNEY

- Don't forget to take notes each day for your log – when you arrived at each check point, anything interesting that happened, what was different to your plan, what was hard / fun / surprising etc.
- Take a camera and have someone take lots of photos
- Have fun together!

- REVIEW -

AFTER YOUR JOURNEY (within 2 weeks of returning from your journey)

- You need to submit a log to the Troop Council detailing what happened on your journey and any lessons you learnt. The log should include:
 - Your planning - forms, gear lists, menu, weather information, risk assessments, etc..
 - The route plan and escape plans.
 - Notes about what happened on the journey - what you learned, what you would change next time.
 - Consider asking the patrol members for feedback – they may have some valuable insights on how things could have been improved or what they most enjoyed.
 - Photos.
- Don't forget to thank everyone who helped you and your patrol of course.
- Your Troop Council may work with your Scout Leader when reviewing your Log to make sure it demonstrates the *planning* and the *journey experience* as well as your *reflections* on both
- After the log has been approved - **AND when all your badge work is complete** - you can be awarded your Adventurer Cord.

Remember to ask for help if you need it!

GOOD LUCK!!