

REACH THE TOP!



**The Chief Scout's Platinum, Chief Scout's Diamond and
Queen's Scout Award**

**Information for Explorer Scouts,
Scout Network Members, Leaders
and Commissioners**

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Fifth Edition

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EXPLORERS 

network 

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INTRODUCTION

The Chief Scout's Platinum Award, Chief Scout's Diamond Award and Queen's Scout Award should form the culmination of everything that you do as a young person in Scouting. To achieve these awards you will need to commit to developing and challenging yourself in many new ways. You will spend time in new places, meet new people and develop your communication, organisational and teamwork skills.

Gaining each of the awards should be an achievement that you will remember for the rest of your life and is also recognised by many educational establishments and potential employers. These awards also link closely to the Duke of Edinburgh's Award Scheme and you might like to take advantage of doing these awards at the same time.

Through each of these awards you get to choose how you will complete the requirements based on your skills, interests and talents. Personal commitment, determination, self-discipline and effort are required, which must be sustained over at least 6, 12 or 18 months (depending on the award level and requirements). With today's ever busier lifestyles, completing the awards is an even greater achievement, helping you stand out and warranting celebration of your personal best. The awards are based on personal best and should be accessible to all members of the Explorer Scout and Scout Network sections. You should find your award, at whichever level, to be challenging, relevant and rewarding.

Around 500 young people in the UK achieve their Queen's Scout Award every year. These award holders are invited to 'a day of celebration and achievement' at Windsor Castle to mark their achievements.

GETTING STARTED?

This pack will be a valuable tool for you as you work through each stage of the awards. Included are hints and tips and examples of activities that can be undertaken. The logbook for each award will help you to keep track of what you have achieved and add notes for ideas and other activities to do. It will help you plan and record your achievements along the way. You should also find a mentor, who can support you through your award, more information about their role can be found on page 20.

We know that participating in the awards is challenging, but incredibly rewarding. To help you through there are people from within the Movement as well as outside of Scouting who can provide invaluable help and support as you face these challenges. Read on to find out about the challenges and who can help you achieve them.

HOW TO PROGRESS

Most people choose to start with the Chief Scout's Platinum Award, then move to the Chief Scout's Diamond Award and then the Queen's Scout Award. This is not fixed and you can start at any award so long as you meet the minimum age requirements and once you have completed an award you can't go back to a lower level of award. Scout Network members start at Chief Scout's Diamond Award or Queen's Scout Award.



QUEEN'S SCOUT AWARD

Members aged 16+ within the Explorer Scout or Scout Network Sections



CHIEF SCOUT'S DIAMOND AWARD

Members aged 14+ within the Explorer Scout or Scout Network Sections



CHIEF SCOUT'S PLATINUM AWARD

Members aged 14+ within the Explorer Scout Section



To gain the award you must complete all of the following requirements before your 18th birthday. Further information and guidance on each area of the requirements is provided below and throughout this resource. You should make sure that you read it so that you are clear on the meaning of the requirements.

MEMBERSHIP		Be a member of Explorer Scouts for at least six months and at the time you complete the award	
NIGHTS AWAY		Complete six nights away as an Explorer Scout, of which four must be camping	
INTERNATIONAL, COMMUNITY, VALUES (ICV)		Complete two activities in total, each from a different topic area of the Platinum ICV activities list	
THE CHALLENGES			
SKILL	PHYSICAL ACTIVITY	SERVICE	EXPEDITION
Take up a skill for three months, and show progress and lasting interest. The skill can be an existing interest or something entirely new	Take up a physical activity for three months, completing an agreed programme of taking part and achievement	Provide service to an individual or the community for three months. Briefing and training should be given in order to gain the necessary skills. This can include helping with another section as an Explorer Scout Young Leader	Complete a two day and one night self led expedition in rural country by foot, cycle, horse, canoe, boat or dinghy. The expedition should involve careful preparation, training, responsibility and review (the expedition should be a minimum of six hours)
*Award participants must undertake an additional three months in either the skill, physical activity or service challenges.			

MEMBERSHIP

Award participants must:

- Be a member of Explorer Scouts for at least six months and at the time you complete the award

NOTES: There is no requirement to register for taking part in the Chief Scout's Platinum Award

Explorer Scout Young Leaders can also complete the award. The Young Leader's Scheme and Top Awards are both part of the Explorer Scout Programme.

NIGHTS AWAY

- Complete six nights away as an Explorer Scout, of which four must be camping
- Nights away used for this requirement must be different from those used as part of another section of the award (such as the expedition or ICV list)
- Nights away undertaken as an Explorer Scout Young Leader, such as a camp with the Beaver Colony or Cub Pack you volunteer with may count towards this requirement
- Nights away accrued for this award can also be used towards the Nights Away Staged Activity badge

INTERNATIONAL, COMMUNITY AND VALUES LIST (ICV)

Complete two activities in total, each from a different topic area of the Platinum ICV activities list which can be found on page 13.

CHALLENGES

Complete the four Chief Scout's Platinum Award Challenges or hold the Bronze Duke of Edinburgh's Award (DofE).



1. Take up a skill for three months, and show progress and lasting interest. The skill can be an existing interest or something entirely new
2. Take up a physical activity for three months, completing an agreed programme of taking part and achievement
3. Provide service to an individual or the community for three months. Briefing and training should be given in order to gain the necessary skills. This can include helping with another section as an Explorer Scout Young Leader
4. Complete a two day and one night self led expedition in rural country by foot, cycle, horse, canoe, boat or dinghy. The expedition should involve careful preparation, training, responsibility and review (the expedition should be a minimum of six hours of activity per day).

Members must undertake an extra three months in any of the skills, physical recreation or service challenges, taking one section to six months.

NOTES: If using service as an Explorer Scout Young Leader you can only do so if you have completed module A.

The physical, skill and service challenges should be undertaken for an average of an hour per week.

Skill activities are those which are more hobby based and don't require physical efforts (these would count towards the physical activity section).

More guidance on the Expedition section can be found on page 10.

SIGN-OFF

Each requirement needs to be signed off by an assessor, this is someone who can vouch for the activities you have undertaken and provide some basic evidence (a short statement) about your participation. This is often your Explorer Leader. However, assessors can be anyone who has witnessed the activities you have undertaken for the specific requirement.

Once you have completed all of the above requirements, your Explorer Scout Leader must approve your award as complete.

NOTE: An assessor should not be a family member.

FLEXIBILITY

Each young person who participates in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities.

More information on reasonable adjustments can be [found here](#).

REQUIREMENTS OF THE CHIEF SCOUT'S DIAMOND AWARD



To gain the award you must complete all of the following requirements before your 25th birthday. Further information and guidance on each area of the requirements is provided below and throughout this resource – you should make sure that you read it so that you are clear on the meaning of the requirements.

MEMBERSHIP		Be a member of Explorer Scouts or Scout Network (or both) for at least 12 months at the time you complete the award, unless you have achieved the Chief Scout's Platinum award. If you have the Chief Scout's Platinum Award you are only required to be a member for a further six months	
NIGHTS AWAY		Complete 12 nights away as an Explorer Scout or Scout Network member, of which eight must be camping (this can include nights away used for this element of the Chief Scout's Platinum Award)	
INTERNATIONAL, COMMUNITY, VALUES (ICV)		<p>Complete four activities in total from different topic areas of the ICV activities list. A minimum of two must be from the Diamond ICV list. The other two can come from the Platinum or Diamond ICV lists.</p> <p>If you have completed your Chief Scout's Platinum Award, you will have already done two activities and will only need to do a further two activities. One of these activities must be from the topic area you have not yet completed.</p>	
THE CHALLENGES			
SKILL	PHYSICAL ACTIVITY	SERVICE	EXPEDITION
Take up a skill for three or six months, and show progress and lasting interest. The skill can be an existing interest or something entirely new.	Take up a physical activity for three or six months, completing an agreed programme of taking part and achievement.	Provide service to an individual or the community for six months. Briefing and training should be given in order to gain the necessary skills. This may include helping with another section as an Explorer Scout Young Leader or adult volunteer.	Complete a three day and two night self-led expedition in rural or open country by foot, cycle, horse, canoe, boat or dinghy. The expedition should involve careful preparation, training, responsibility and review (the expedition should be a minimum of seven hours of activity per day).
*Award participants must complete six months in either the skill or physical activity challenges.			
Award participants who have not completed the Chief Scout's Platinum Award or the Bronze Duke of Edinburgh's Award must undertake an extra six months in either the Service Challenge or the longer of the Skills or Physical Activity Challenge.			

MEMBERSHIP

Award participants must:

- Be a member of Explorer Scouts or Scout Network (or both) for at least 12 months unless you have achieved the Chief Scout's Platinum award. If you have the Chief Scout's Platinum Award you are only required to be a member for a further six months
- Be a member of Explorer Scouts or Scout Network at the time you complete the award

NOTES: There is no requirement to register for taking part in the Chief Scout's Diamond Award

Explorer Scout Young Leaders can also complete the award. The Young Leader's Scheme and Top Awards are both part of the Explorer Scout Programme.

NIGHTS AWAY

- Complete 12 nights away as an Explorer Scout or Scout Network member, of which at least eight must be camping
- Nights away used for this requirement must be different from nights away used as part of another section of the award, (such as the expedition or ICV list). However, you can include those nights away used for the nights away requirement of the Chief Scout's Platinum Award
- Nights away undertaken as an Explorer Scout Young Leader or adult leader, such as a camp with the Beaver Colony or Cub Pack you volunteer with may count towards this requirement
- Nights away accrued for this award can also be used towards the Nights Away Staged Activity badge

INTERNATIONAL, COMMUNITY AND VALUES LIST (ICV)



- Complete four activities in total from different topic areas of the ICV activities list. A minimum of two must be from the Diamond ICV list (page 14). The other two can come from the Platinum or Diamond ICV lists.
- If you have completed your Chief Scout's Platinum Award, you will have already done two activities and will only need to do a further two activities. One of the activities must be from the topic you have not yet completed.

CHALLENGES

Complete the four Chief Scout's Diamond Award Challenges or hold the Silver Duke of Edinburgh's Award (DofE).

1. Take up a skill for three or six months, and show progress and lasting interest. The skill can be an existing interest or something entirely new.
2. Take up a physical activity for three or six months, completing an agreed programme of taking part and achievement.
3. Provide service to an individual or the community for six months. Briefing and training should be given in order to gain the necessary skills. This may include helping with another section as an Explorer Scout Young Leader or adult volunteer.
4. Complete a three day and two night self led expedition in rural or open country by foot, cycle, horse, canoe, boat or dinghy. The expedition should involve careful preparation, training, responsibility and review (the expedition should be a minimum of seven hours of activity per day).

Members must undertake six months in either the Skills or Physical Recreation.

Members who have not completed the Chief Scout's Platinum Award or the Bronze Duke of Edinburgh's Award must undertake an extra six months in either the Service Challenge or the longer of the Skills or Physical Recreation Challenge to make it 12 months long in total.

NOTES: Skill activities are those which are more hobby based and don't require physical efforts (these would count towards the physical activity section).

The physical, skill and service challenges should be undertaken for an average of an hour per week.

If using service as an Explorer Scout Young Leader or adult leader, you can only do so if you have completed module A for the Young Leader's Scheme or Getting Started for the Adult Training Scheme.

More guidance on the Expedition section can be found on page 10.

SIGN-OFF

Each requirement needs to be signed off by an assessor, this is someone who can vouch for the activities you have undertaken and provide some basic evidence (a short statement) about your participation. This is often your Explorer Leader or your District Scout Network Commissioner. However, assessors can be anyone who has witnessed the activities you have undertaken for the specific requirement.

Once you have completed all of the above requirements, one of the following must approve your award as complete (appropriate to the section you are a member of at the time you complete your award):

- Explorer Scout Leader
- District Scout Network Commissioner

NOTE: An assessor should not be a family member.

FLEXIBILITY

Each young person who participates in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities.

More information on reasonable adjustments can be [found here](#).

REQUIREMENTS OF THE QUEEN'S SCOUT AWARD

To gain the award you must complete all of the following requirements before your 25th birthday. Further information and guidance on each area of the requirements is provided below and throughout this resource – you should make sure that you read it so that you are clear on the meaning of the requirements.



REGISTRATION		Register your intention to complete the award at www.scouts.org.uk/qsar		
MEMBERSHIP		Be aged between 16 and 25 years old. You must start the award after your 16 th birthday and complete the award before your 25 th birthday Be a member of Explorer Scouts or Scout Network (or both) for at least 18 months and at the time you complete the award.		
NIGHTS AWAY		Complete 18 nights away as an Explorer Scout or Scout Network member, of which 12 must be camping (this can include nights away used for the Chief Scout's Platinum and Diamond awards).		
INTERNATIONAL, COMMUNITY, VALUES (ICV)		Complete six activities in total, two from each topic area of the ICV activities list. A minimum of two must be from the QSA ICV list and the others from any of the QSA, or Chief Scout Platinum or Diamond ICV lists. If you have completed your Chief Scout's Platinum Award, you will have already done two activities and will only need to do a further four activities. If you have completed your Chief Scout's Diamond Award, you will have already done four activities and will only need to do a further two activities.		
THE CHALLENGES				
SKILL	PHYSICAL ACTIVITY	SERVICE	EXPEDITION	RESIDENTIAL
Take up a skill for six or 12* months, and show progress and lasting interest. The skill can be an existing interest or something entirely new.	Take up a physical activity for six or 12* months, completing an agreed programme by taking part and achieving your objectives.	Provide service to an individual or the community for 12 months. Briefing and training should be given in order to gain the necessary skills. This may include helping with another section of the Movement as an Explorer Scout Young Leader or adult volunteer.	Undertake training, a practice expedition and a four day, three night self-led final expedition (including a project)	Undertake a five-day, four-night residential project in an unfamiliar environment with people that are not known to you. Your project could be environmental work, activity based, service to others or personal training. In exceptional circumstances, the residential can be done over two occasions, as long as the same activity is completed and the majority of people are unknown to you.
*All members should complete 12 months in either the skill or the physical activity challenges				
Award participants who are not holders of the Chief Scout's Diamond Award or Silver DofE must complete an extra six months in either the service or the longer of the skills or physical activity challenges.				
Presentation		Make a presentation covering all elements of your award to a suitable audience, with the aim of inspiring and motivating others to achieve the award.		

REGISTRATION

- Register your intention to complete the award at www.scouts.org.uk/qsar
- Registration can only take place from your 16th birthday.

Activities (including the membership requirement) can count towards the award from the date of registration and backdated up to a maximum of three months.

No activities completed before your 16th birthday can be counted towards the Queen's Scout Award, except the nights away and ICV activities that have been used towards the successful completion of the Chief Scout's Platinum and Diamond Awards.

MEMBERSHIP

Award participants must:

- Be aged between 16 and 25 years old. You must complete the award before your 25th birthday

- Be a member of Explorer Scouts or Scout Network (or both) for at least 18 months and at the time you complete the award. Time can only be counted from your 16th birthday and for a maximum of three months prior to registration (but not before your 16th birthday).



NIGHTS AWAY

- Complete 18 nights away as an Explorer Scout or Scout Network member, of which at least 12 must be camping
- Nights away used for this requirement must be different from nights away undertaken for one of the five challenge activities (such as expedition and residential) or those used for the ICV list, but can include those nights away used for the nights away requirement of the Chief Scout's Platinum or Chief Scout's Diamond Awards.
- Nights away undertaken as an Explorer Scout Young Leader or by Scout Network members who are also an adult leader in Scouting may count towards this requirement, ie a night away with a Cub Pack where you volunteer

INTERNATIONAL, COMMUNITY AND VALUES LIST (ICV)

- Complete six activities in total, two from each topic area of the ICV activities list. A minimum of two must be from the QSA ICV list (page 15) and the others from any of the QSA, or Chief Scout Platinum or Diamond ICV lists.
- If you have completed your Chief Scout's Platinum Award, you will have already done two activities and will only need to do a further four activities.
- If you have completed your Chief Scout's Diamond Award, you will have already done four activities and will only need to do a further two activities.

CHALLENGES

Complete the five Queen's Scout Award Challenges or hold the Gold Duke of Edinburgh's Award (DofE).

1. Skill
2. Physical
3. Service
4. Expedition
5. Residential

Full details of the requirements are on page 8.

PRESENTATION

Make a presentation covering all elements of your award to a suitable audience, with the aim of inspiring and motivating others to achieve the award.

SIGN-OFF

Each requirement needs to be signed off by an assessor, this is someone who can vouch for the activities you have undertaken and provide some basic evidence (a short statement) about your participation. This is often your Explorer Leader or your District Scout Network Commissioner. However, assessors can be anyone who has witnessed the activities you have undertaken for the specific requirement.

Once you have completed all of the above requirements, one of the following must approve your award as complete (appropriate to the section you are a member of):

- Assistant County/ Area Commissioner for Explorer Scouts (or District Commissioner / District Explorer Scout Commissioner in Scotland)
- Assistant County/Area/Region/ Commissioner for Scout Network (or District Commissioner / District Scout Network Commissioner in Scotland)

NOTE: An assessor should not be a family member.

FLEXIBILITY

Each young person who participates in the Programme, including badges and awards, should face a similar degree of challenge, and requirements can be adapted according to each young person's abilities.

More information on reasonable adjustments can be [found here](#).

ADDITIONAL SUPPORT FOR THE FIVE QUEEN'S SCOUT AWARD CHALLENGES



SKILLS CHALLENGE

- Take up a skill activity for either six or 12 months, and show progress and lasting interest. This skill can be an existing interest or something new. Skill activities are those which are more hobby based and don't require physical efforts (these would count towards the physical activity section).
- All members should complete 12 months in either skill or the physical challenge with the other section lasting at least six months.

PHYSICAL ACTIVITY CHALLENGE

- Take up a physical activity for six or 12 months, completing an agreed programme by taking part and achieving your objectives.
- All members should complete 12 months in either skill or the physical challenge with the other section lasting at least six months.

SERVICE CHALLENGE

- Provide service to an individual or the community for 12 months. Briefing and training should be undertaken at the start of this section in order to gain the necessary skills to contribute during the required time.
- Many people assist with another section within the movement as an Explorer Scout Young Leader or adult volunteer.

NOTES: Participants who have not achieved the Chief Scout's Diamond Award or Silver Duke of Edinburgh's Award must complete a further six months in one of the 12 months challenges, undertaking one section for 18 months, one for 12 months and one for six months.

The physical, skill and service challenges should be undertaken for an average of an hour per week.

If using service as an Explorer Scout Young Leader or adult leader, you can only do so if you have completed module A for the Young Leader's Scheme or Getting Started for the Adult Training Scheme.

EXPEDITION CHALLENGE

You should undertake training (to show you are ready to do your expedition, a practice expedition and then the final expedition).

Training: Before you undertake any expedition you should demonstrate that you are competent in the following areas:

- First aid (covering First Response as a minimum) and emergency procedures
- Risk assessment/ health and safety
- Navigation and route planning
- Camp craft, equipment and hygiene
- Food and cooking
- Country, highway and water sports codes
- Observation, recording and presentation
- Team building
- Proficiency in mode of travel

Practice: Undertake a minimum three-day, two-night (consecutive) self-led expedition in wild country by foot, cycle, horse, canoe, boat or dinghy.

Final: Undertake a four-day, three-night (consecutive) self led expedition with an aim. The expedition should be completed in wild country by the same method used in your practice. Expeditions should have a minimum of eight hours of activity per day, of which at least half must be journeying. The final expedition must be a different area to the practice with similar conditions and ideally with the same team of people. Wild country is largely defined as the remote areas of the UK found in the national parks and areas of Scotland and can also include other areas for those undertaking water based expeditions.

Example projects:

- A study of footpath erosion and the effect on the landscape
- Looking at the history of dry stone walling
- Finding the source of a river



- Conducting a study of local trees and how they change across an area
- A study of the construction of footpaths, bridleways, stiles and the upkeep of way markers
- Looking at the history, development and upkeep of the canal system
- Explore an historic place made famous in a film or television programme and document the scenery
- Investigate old forts or battlement sites and discover how they developed in design over the years
- Investigate the maintenance of footpaths and hedgerows
- The effect of tourism of the landscape
- Looking at the ways the local wildlife are being/should be looked after

More guidance on the Expedition section can be found on page 10.

RESIDENTIAL CHALLENGE

- Undertake a five-day, four-night residential project in an unfamiliar environment with people that are unknown to you. This project could be environmental work, project based, service to others or personal training.
- In exceptional circumstances this can be done over two consecutive weekends as long as the activity is the same and the majority of people are unknown to you. Support for this can be sought from the Assistant County/ Area Commissioner Explorer Scouts or Scout Network (or District Commissioner in Scotland).

A list of some suggested residential activities can be found at www.scouts.org.uk/qa.

NOTE: Being a unit member to a World Scout Jamboree cannot count towards this element as your fellow participants are known to you prior to the event. Attending the World Scout Moot, Roverway or attending these events as International Service Team can count towards the award. Attendance at a World Scout Moot or Roverway as a participant is acceptable for this section, as you will be attending with others unknown to you, if however you attend as part of a group you already know this won't be acceptable.

REQUIREMENTS APPLICABLE TO ALL AWARDS

THE SKILLS CHALLENGE

With each top award there is a requirement to undertake some skill development over a period of time. This is based on a regular commitment averaging one hour per week of involvement over the period. The skill activity should be a hobby and not something sporting or physical, this kind of activity should be used for the physical activity challenge.

Examples of skill activities include; playing a musical instrument, learning to drive, arts and crafts etc.

THE PHYSICAL ACTIVITY CHALLENGE

With each top award there is a requirement to take part in a physical activity over a period of time, this is based on a regular commitment averaging one hour per week of involvement over the period. The physical activity should not be the same as that used for the skill section.

Examples of physical activities include; team sports, adventurous activities, individual fitness activities.

THE SERVICE CHALLENGE

At each level of award there is a requirement to undertake some service activity over a period of time. This is based on a regular commitment averaging one hour per week of involvement over the period. The service should be of benefit to the community or to another person and should not replace someone in paid employment.

Many members choose to undertake this section as an Explorer Scout Young Leader, working with Beavers, Cubs or Scouts or as an adult volunteer, either working with a section or in another role such as leading activities. In any of these cases ensure that you undertake appropriate training, this includes Module A of the Young Leader's Scheme or Getting Started within the Adult Training Scheme.

If you choose to undertake your service activity outside of Scouting, remember to involve your parents if you are under 18 to make sure they are happy with the place you are undertaking your service.

THE EXPEDITION CHALLENGE

For each award there is a requirement to undertake an expedition. The duration of this will vary as you progress through each top award and the environment you are journeying in should also become more challenging. The specific requirements can be found on the requirement pages for each award.

The expedition can be undertaken using a variety of modes of travel, including: by foot, cycle, horse, canoe, boat or dinghy, this is not an extensive list but only non-motorised travel is acceptable. The expedition should involve careful preparation, training, responsibility and review. Expedition teams should cater for themselves, it is recommended eating at least one hot meal each day during the course of their expedition. Leaders should not centrally cater for Explorer Scouts or Scout Network members as part of this challenge.

There are five simple steps which will help you to plan and undertake your expedition.

1. PREPARATION

This activity must be completed as a team of between four and seven people (eight if you've chosen to travel by tandem canoe or bike). The team must be made up of members from either Explorer Scouts or Scout Network, however all team members do not need to be working towards the same award, but this is preferable. If you are planning on having a mixed team of Explorer Scouts and Scout Network members you will need to consider this carefully to ensure that you meet the rules of The Scout Association, more guidance can be found at <http://members.scouts.org.uk/nightsawayfaqs>.

You need to research what you want to do, who you're going to do it with, how you're going to travel, where you are going to go and what your project is going to be (if doing the Queen's Scout Award), then agree it with your leader/Commissioner.

2. TRAINING

You will need to make sure you're trained and achieve the required competencies prior to undertaking your practice and final expedition, your leader or another suitably competent adult can confirm that you have met these requirements. The training will include your team members gaining any relevant activity permits for the activity you are undertaking.

Show that you are competent in the following areas:

- First aid and emergency procedures
- Risk assessment/health and safety
- Navigation and route planning
- Camp craft, equipment and hygiene
- Food and cooking
- Country, highway and water sports codes
- Observation, recording and presentation
- Team building
- Proficiency in mode of travel

There is no checklist or set standard of competency for each of these areas – it is up to the leader/Commissioner (or that of a permit holder with the relevant experience, if the activity falls under the permit scheme), to make a judgement based on their own expertise, the group, and the plans for the expedition. Essentially your team will need to be able to deal with the challenges of your expedition, in the environment you are operating in and where help from a leadership team may not be immediately available.

3. PRACTICE EXPEDITION (QUEEN'S SCOUT AWARD ONLY)

Your practice expedition allows your group to work together and test out your skills in the activity and environment. It should replicate the final expedition as closely as possible. The practice must be in a different location (although this should still be a similar environment), of slightly shorter length if that assists with making this practical and the project element can be excluded on the practice expedition. The practice and final expeditions should ideally be completed with the same team of people, however this is not essential.

4. FINAL EXPEDITION

This is the best bit – actually doing it. This must be in a different area to your practice expedition and ideally with the same team. The expedition must be of the correct duration and in an appropriate environment, in addition it should include a certain amount of activity per day.

- Chief Scout's Platinum Award – a minimum of six hours of activity per day
- Chief Scout's Diamond Award – a minimum of seven hours of activity per day
- Queen's Scout Award – a minimum of eight hours of activity per day, at least half of which must be journeying

You must camp at a different site each night and the expedition should be self led.

5. REPORTING BACK ON YOUR PROJECT (QUEEN'S SCOUT AWARD ONLY)

You will need to prepare and give a report back on your aims and experiences, including the completion of your project.

Think about how you want to present your project: it could be a talk, video diary, scrapbook, written report or any other method that you choose. However you choose to do it your whole team should work together, and you should make sure that you show how you worked towards and met the plans and objectives that you agreed with your leader/assessor in step one.

Once you have completed all of these five steps and met the requirements, a suitable person will assess your expedition and then sign off your completed expedition section.

NOTES:

- The Explorer Belt expedition cannot count for the expedition section of your Chief Scout's Platinum Award, Chief Scout's Diamond Award, Queen's Scout Award or the expedition section of Duke of Edinburgh's Award. This is due to the requirement to interact with local communities which differs from the objective of the expedition section of these awards .
- If the expedition is going abroad the **Visits Abroad Process** must be followed
- For all expeditions involving under 18's, the Nights Away Permit Scheme must be followed. More information is available at scouts.org.uk/nightsawaypermits
- Make sure the activities included within the expedition are being managed using the appropriate rules, this includes relevant activity permits being held by members or leaders supervising the group. You can check which rules apply by searching for the activity you are undertaking at www.scouts.org.uk/a-z.
- Explorer Scouts and Scout Network members can do their expeditions together. The yellow card (outlining the Child protection Policy) should be followed at all times, further guidance is available at <http://members.scouts.org.uk/nightsawayfaqs>.

THE RESIDENTIAL CHALLENGE

This section only applies to those undertaking their Queen's Scout Award, for full details of the requirements and advice please see page 9.

ICV Activities Guidance notes

Below you will find some practical ideas, guidance and examples for each section of the ICV list.

Scouting helps you to develop you as an individual and gives you skills for life. Take time to reflect on how each activity helps you both in and outside of Scouting; make use of the Get Ahead: Scouting and Employability resource to do this that can help you to understand how you can use the skills you have gained. The resource can be found at:

- scouts.org.uk/icvplatinum
- scouts.org.uk/icvdiamond
- scouts.org.uk/icvqsa

If you are a Scout Network member, the UK Scout Network website at ukscoutnetwork.org.uk will support you to find District and UK Scout Network projects to get involved in that can contribute to/complete elements of the ICV activities. Scout Network members are also encouraged to create their own projects and events to cover elements of the ICV activities and upload them on the UK Scout Network website. The UK Scout Network website also allows other members to get involved with projects and events you have organised.

More information to support this requirement can be found online using the links above.

INTERNATIONAL, COMMUNITY AND VALUES ACTIVITIES



Chief Scout's Platinum Award		
Complete two activities from the International, Community and Values (ICV) list. The two activities should come from different topic areas.		
International <p>This section is all about exploration – both around global issues and taking part in international opportunities.</p> <ul style="list-style-type: none"> • Complete a three day expedition in the UK with similar aims to those of the Explorer Belt. • Take an active part in a project with an international development organisation. Present your experience to your Unit / relevant audience, such as another section. • Take an active part in a camp in another country, for instance, a Jamboree or Roverway. Present your experience to your Unit/relevant audience, such as another section. • Take an active part in an International Camp in the United Kingdom. An International Camp has participants from other countries and an international element of the programme. • Take part in a project at a campsite abroad, such as Kandersteg • Organise a series of two evening programmes for your Unit on an international theme agreed with your mentor. • Organise a series of two evening programmes for another section on an international theme agreed with your mentor. • Complete any activity of a similar nature agreed beforehand, and registered with your mentor. 	Community <p>This section is all about you developing your knowledge and skills, and putting them into practice to make a real difference and impact on your local community.</p> <ul style="list-style-type: none"> • Research and participate in an environmental or community based project to make an improvement in your local environment or community. This could be within Scouting or another organisation. Present your experience to your Unit. • Complete the requirements to achieve the Community Impact Staged Activity Badge -Stage three or four. • Work with a younger section to help them achieve a stage of their Community Impact Staged Activity Badge or their Environmental Conservation Activity Badge. • Complete any activity of a similar nature agreed beforehand, and registered with your mentor. 	Values <p>This section is all about you reflecting upon your own and others beliefs and exploring what the Scouting Values mean to you.</p> <ul style="list-style-type: none"> • Take a regular part in spiritual reflection, this could be within or outside of scouting, for example at a place of worship. • Take an active part in a project examining your own faith or beliefs and understanding how they do or have impacted upon you. Discuss your experience with your mentor/present your experience to a relevant audience. • Work with a younger section in gaining their Faith Activity badge (Beavers), My Faith Activity badge (Cubs and Scouts) or World Faith Activity badge (Cubs and Scouts). • Run an activity with another section, to explore the Promise and how they live by their Promise. Reflect on how you live by your Promise, and discuss with your mentor. • Organise a series of two evening activities for another section to explore different faiths and beliefs. • Complete any activity of a similar nature agreed beforehand, and registered with your mentor.



Chief Scout's Diamond Award	<p>Complete four activities in total from different topic areas of the ICV activities list. A minimum of two must be from the Diamond ICV list. The other two can come from the Platinum or Diamond ICV lists.</p> <p>If you have completed your Chief Scout's Platinum Award, you will have already done two activities and will only need to do a further two activities. One of these must be from the topic area who have not yet completed.</p>	
International <p>This section is all about exploration – both around global issues and taking part in international opportunities.</p> <ul style="list-style-type: none"> • Complete a seven day Expedition in the UK with similar aims to those of the Explorer Belt. • Take an active part in a project with an international development organisation. Present your experience to your Unit, Scout Network, or relevant audience, such as another section. • Take an active part in an International Camp in the United Kingdom. • Take part in a project at a campsite abroad, such as Kandersteg. • Organise a series of four evening programmes for your Unit on an international theme agreed with your mentor. • Organise a series of four evening programmes for another section on an international theme agreed with your mentor. • Complete any activity of a similar nature agreed beforehand, and registered with your mentor. 	Community <p>This section is all about you developing your knowledge and skills, and putting them into practice to make a real difference and impact on your local community.</p> <ul style="list-style-type: none"> • Research and participate in an environmental or community based project to make an improvement in your local environment or community. This could be within Scouting or another organisation. Present your experience to your Unit or Scout Network. • Work with a younger section to help them achieve a stage of their Community Impact Staged Activity badge, or their Environmental Conservation Activity Badge. • Complete the requirements to achieve the Community Impact Staged Activity Badge - Stage three or four. • Complete the Scouts of the World Award • Complete any activity of a similar nature agreed beforehand, and registered with your mentor. 	Values <p>This section is all about you reflecting upon your own and others beliefs and exploring what the Scouting Values mean to you.</p> <ul style="list-style-type: none"> • Take a regular part in spiritual reflection, this could be within or outside of scouting, for example at a place of worship. • Take an active part in a project examining your own faith or beliefs and understanding how they do or have impacted upon you. Discuss your experience with your mentor/present your experience to a relevant audience. • Work with a younger section in gaining their Faith Activity badge (Beavers), My Faith Activity badge (Cubs and Scouts) or World Faith Activity badge (Cubs and Scouts). • Run an activity with another section, to explore the Promise and how they live by their Promise. Reflect on how you live by your Promise, and discuss with your mentor. • Organise a series of four evening activities for your Unit or another section to explore different faiths and beliefs. • Complete the Scouts of the World Award. • Complete any activity of a similar nature agreed beforehand, and registered with your mentor.



<p>Queen's Scout Award</p>	<p>Complete six activities in total, two from each topic area of the ICV activities list. A minimum of two must be from the QSA ICV list and the others from any of the QSA, or Chief Scout Platinum or Diamond ICV lists.</p> <p>If you have completed your Chief Scout's Platinum Award, you will have already done two activities and will only need to do a further four activities.</p> <p>If you have completed your Chief Scout's Diamond Award, you will have already done four activities and will only need to do a further two activities.</p>	
<p>International</p> <p>This section is all about exploration – both around global issues and taking part in international opportunities.</p> <ul style="list-style-type: none"> • Complete your Explorer Belt, or be a mentor to an Explorer Belt Team. • Take an active part in a project with an international development organisation. Present your experience to your Unit / Scout Network or relevant audience, such as another section. • Take an active part in a camp in another country, for instance, a Jamboree or Moot and present your experience to your Unit, Scout Network or relevant audience, such as another section. • Take an active part in an International Camp in the United Kingdom in a role other than "Participant". • Take part in a project at a campsite abroad, such as Kandersteg. • Organise a series of six evening programmes for your Unit on an international theme agreed with your mentor. • Organise a series of six evening programmes for another Section on an international theme agreed with your mentor. • Complete the Scouts of the World Award. • Complete any activity of a similar nature agreed beforehand, and registered with your mentor. 	<p>Community</p> <p>This section is all about you developing your knowledge and skills, and putting them into practice to make a real difference and impact on your local community.</p> <ul style="list-style-type: none"> • Research and participate in a local environmental or community based project to make an improvement in the environment or on the community. This could be within Scouting or another organisation. Present your experience to your Unit or Scout Network. • Complete the requirements to achieve the Community Impact Staged Activity Badge - Stage four. • Take an active role in growing and developing Scouting in your local community. • Complete the Scouts of the World Award. • Complete any activity of a similar nature agreed beforehand, and registered with your mentor. 	<p>Values</p> <p>This section is all about you reflecting upon your own and others beliefs and exploring what the Scouting Values mean to you.</p> <ul style="list-style-type: none"> • Take a regular part in leading time for spiritual reflection for others, this could be within or outside of scouting, for example at a place of worship. • Take an active part in a project examining your own faith or beliefs and understanding how they do or have impacted upon you. Discuss your experience with your mentor/present your experience to a relevant audience. • Run a series of activities with another section, to explore the Scouting Values and what they mean to you and others. Reflect on how you live by the Scouting Values, and discuss with your mentor. • Organise a series of six evening activities for your Unit or another section to explore different faiths and beliefs. • Complete the Scouts of the World Award. • Complete any activity of a similar nature agreed beforehand, and registered with your mentor.

PRESENTATION OF ACHIEVEMENTS

It is great to review what you have done for your award at the end of the process but this is formally the final requirement for the Queen's Scout Award.

A suitable audience should include a mixture of your peers including: Explorer Scouts and Scout Network members; members from younger sections, such as Scouts (in order to show them what they can achieve); parents and leaders; and the Commissioner who will sign off your award.

Before you start designing your presentation you should answer the following three questions:

1. What do you want your audience to do as a result of your presentation?
2. What information does your audience need to know?
3. What does your audience need to feel?

There are many methods of delivery that you can choose from when planning your presentation, and these range from: standing in front of your audience and telling them about your achievements; producing a vlog or video; producing and presenting a PowerPoint presentation; planning a presentation in which you can involve the audience and more.

The method that you use is up to you, but it should be the method that will best portray the message you want to put across to your audience and one that you feel comfortable in delivering.

There are some key things to include in your presentation:

- Photos or videos of you undertaking the activities chosen for the challenges - these will back up your message and are evidence that you have completed the challenges.
- Your feelings - tell your audience if you really enjoyed a certain part or if you found something really challenging. What was your biggest achievement/ what are you most proud of? This will allow your audience to connect with you and makes the presentation much less formal.
- Questions - build in some time at the end to allow any member of the audience to find out a little bit more about your achievements.

There is no requirement for a formal assessment but you are likely to get asked a variety of questions. The Commissioner will contact you to discuss your achievements. This should be very informal and will give you the chance to self-assess your achievements.

THE SIGN-OFF PROCESS

Now that you have successfully completed all of the requirements for your award, logged your comments from assessors, and given a presentation (for Queen's Scout Award only), your leader or Commissioner needs to approve the award.

CHIEF SCOUT'S PLATINUM AWARD

It is the responsibility of the Explorer Scout Leader to approve and issue the Chief Scout's Platinum Award. They will check that you have met the requirements. Your log book can help them do this easily and see what you have done for your award. They will also ensure that you are presented with your award at a suitable time and location.

CHIEF SCOUT'S DIAMOND AWARD

It is the responsibility of the Explorer Scout Leader for Explorer Scouts or the District Scout Network Commissioner for Scout Network members to approve and issue the Chief Scout's Diamond award. They will check that you have met the requirements. Your log book can help them do this easily and see what you have done for your award. They will also ensure that you are presented with your award at a suitable time and location. In Scotland, for the Explorer Scout section, the District Explorer Scout Commissioner or the District Commissioner will sign off your award. For the Scout Network section the District Scout Network Commissioner or the District Commissioner will sign it off.

QUEEN'S SCOUT AWARD

It is the responsibility of the ACC Explorer Scouts or ACC Scout Network to sign off the Queen's Scout Award. They will do this based on attending your presentation of achievement, seeing your logbook (which is where you will have tracked your progress through the award, gathered confirmation of each requirement being completed from an assessor) and then approving the completion form. In Scotland, for the Explorer Scout section, the District Explorer Scout Commissioner or the District Commissioner will sign off your award. For the Scout Network section the District Scout Network Commissioner or the District Commissioner will sign it off.

ADDITIONAL INFORMATION

PLANNING AND APPROVING ACTIVITIES

When you start each award you should plan out your activities for each section, this will help to ensure that you are using the correct activities in the correct section and not double counting them. Your leader or Commissioner will help you with this and will approve your plans. A logbook is available for each award to help with tracking progress and logging the activities you undertake.

NIGHTS AWAY

Camping also includes other outdoor shelters, such as bivouacs and snow holes, often used in Scouting activities

Nights away achieved through activities as part of the awards including the practice and final expedition, residential experience or anything else achieved in completion of an ICV requirement are excluded. Nights away used for your other Chief Scout's Platinum and Diamond Awards can be counted.

Nights away completed volunteering as an Explorer Scout Young Leader or as a Scout Network member who is also a Section Leader with a younger section in Scouting do count towards this requirement. If you have completed your Explorer Belt or Scouts of the World Award and are not already using it to count towards a part of your award, you could count these nights towards this requirement.

Don't forget that you can gain Nights Away staged activity badges or virtual badges (Scout Network only) for the nights away you undertake for this requirement.

MEMBERSHIP REQUIREMENT

In order to meet the membership requirement for the awards you must be an Explorer Scout or Scout Network member when you start and finish the Award and for the entire time that you are working on an Award in between.

It is important to note that the completion of the Award is defined as the time the final requirement is signed off. Remember that for QSA your start date will be when you register and your finish date will be the date of your presentation.

WORKING FOR MORE THAN ONE AWARD AT A TIME

An award does not have to be completed before activities can count for the next award. For example, if you have completed the expedition element of your Chief Scout's Diamond Award but not the rest of the award, you can begin the expedition section of the Queen's Scout Award as long as you are over the age of 16 and have registered for the Queen's Scout Award.

CHALLENGES - TIME COMMITMENT

The minimum time requirements for each section are expressed in months, during which you need to undertake a regular commitment averaging at least an hour a week.

TAKING A BREAK OR CHANGING ACTIVITIES

If you want to change activities during an award, this is possible, although on one activity and on one occasion only. It is also possible to take a break from an activity and then to restart from where you stopped. This could happen, for example, during a period of school, college or university exams.

It is accepted that you may take a break from working towards the award (for example if moving to go to university) and restart it at a later date. In this circumstance you could also have a break in your membership (but any activities undertaken during this time cannot count towards your award). It is important to keep up to date with the award requirements to ensure that you meet the relevant requirements for the point at which you complete, updates can be found at www.scouts.org.uk/programmeupdates.

MAKING THE AWARD ACCESSIBLE

These awards are based on personal best effort rather than fixed standards, and should be available to all members of Explorer Scouts and Scout Network. This may mean that for some individuals, the requirements of the award need to be adapted to ensure that they face the same degree of challenge as other participants.

Where additional needs have to be taken into account, it is acceptable to adjust some of the activities to make them more accessible. You should work with your mentor/ leader/ Commissioner to discuss any adaptations, and make sure that any adaptations have been approved. As every set of individual circumstances will be different, it is left to the discretion of the relevant Commissioner to make any adaptations to the activities, including the expedition requirement.

For more information on how to include someone with additional needs in Scouting, visit www.scouts.org.uk/diversity.

NOTE: Those working towards a Duke of Edinburgh's Award at the same time need to have adaptations to the expedition section approved by UKHQ or the relevant Country Office.

THE CELEBRATIONS

Once you have completed an award there will be an opportunity to celebrate your achievements and the success of completing the award.

BADGES AND CERTIFICATES

You will receive a badge and certificate for each of the awards you complete, this should be presented to you at an appropriate point once your award is confirmed.

Your presentation can be made by anyone, this could be your Section Leader, Commissioner or someone at a more formal District or County/ Area/ Region presentation.

If you require additional badges as you have changed uniform when moving section or you have lost your certificate you can request replacements from:

- Chief Scout's Platinum and Chief Scout's Diamond – from your Leader, Commissioner or District Badge Secretary.
- Queen's Scout Award Badges – from UKHQ providing £2 along with evidence of completion
- Queen's Scout Award Certificates – from UKHQ providing £2 along with evidence of completion

To contact UKHQ call 0345 300 1818 or email programme@scouts.org.uk

A DAY OF CELEBRATION AND ACHIEVEMENT – NATIONAL SCOUT SERVICE AND PARADE OF QUEEN'S SCOUTS, WINDSOR CASTLE

Each year, HM The Queen allows The Scout Association to hold an event within Windsor Castle which gives the opportunity to recognise the achievement and contribution of many of our members. The date of the parade is always close to that of

St George's Day (23 April). Full details can be found at www.scouts.org.uk/windsor.

Those who complete the Queen's Scout Award are eligible to attend this event and can request an invitation on the QSA completion form. Members will be invited to the next available event and for up to four years from completion. Members can only attend this celebration once.

QUEEN'S SCOUT WORKING PARTY

Those who hold the Queen's Scout Award are eligible to join the Queen's Scout Working Party (QSWP), which is a National Scout Active Support Unit. The QSWP supports major national Scout Association events and national celebrations, provides mentors for the Scouts of the World Award and promotes the Top Awards. You can become a member of the QSWP until you are 30. If you would like to know more please visit www.qswp.org.uk.



USING YOUR AWARD

TELLING THE MEDIA

Now that you have completed your Chief Scout's Platinum, Chief Scout's Diamond or Queen's Scout Award we all need to shout about it. We don't expect you to do it on your own so your local Media Development Managers (MDMs) or someone within your District or County/ Area/ Region may be able to help. They will know the best places to get your stories heard and your achievements seen.

Your MDM will have a press release template and will make direct contact with you to find out about the challenging activities that you have completed to achieve the award. If you do not know who your MDM is, speak with your Explorer Scout Leader or District Scout Network Commissioner, who will advise you.

BOOSTING YOUR CV

Achieving any of the awards is definitely something you should highlight on your CV. The award is widely recognised and well regarded by tutors and employers. Including it in your CV demonstrates to a potential employer, school or college that you are committed, motivated and possess leadership skills. It will help you stand out from the crowd.

Instead of simply stating 'I have my XXX Award' on your CV you could write: 'I have successfully completed the highest award in Scouting, the culmination of many years of progressive learning.' This demonstrates the amount of work and commitment entailed, identify the skills that you can show from having worked on these awards and how these transfer into the rest of your life.

Don't forget to include it in your personal statement on your UCAS application form, showing that you have gained awards which are listed within the Education Information Profile list, more information available at www.qips.ucas.com.

The Get Ahead guide (<https://members.scouts.org.uk/getahead>) offers you advice on how you can use the skills you have gained from completing the award in your future career.

WHAT NEXT

After completing your QSA, there are other opportunities open to youth members in Scouting and it is worth thinking about what your next personal challenge will be. You could undertake another award, for example the Gold DofE (<https://members.scouts.org.uk/dofe>), Explorer Belt (<https://members.scouts.org.uk/explorerbelt>) or Scouts of the World Award (<https://members.scouts.org.uk/sowa>) if you haven't already completed them. If you also have a passion for the outdoor elements of the award and are interested in leading adventure for younger members, you could have a look at gaining permits too, check out the Youth in Adventure resources at <https://members.scouts.org.uk/youthinadventure> for more information.

WHO CAN HELP?

Completing the Chief Scout's Platinum, Chief Scout's Diamond or Queen's Scout Award is a personal challenge but you shouldn't feel like you're on your own.

There are people out there in your Scout Districts and Counties, Areas or Regions who will be happy and able to help you along the way.

YOUR LEADER / DISTRICT SCOUT NETWORK COMMISSIONER

You will receive direct support from your leader or Commissioner once you have shown an interest in working on a top award or have registered for the Queen's Scout Award. If there is no one in your area you feel comfortable working with then you can approach members of the Queen's Scout Working Party (www.qswp.org.uk) who may be able to assist.

Support these people can provide includes:

- progressing through the award
- selecting your challenges
- drawing up action plans
- identifying if you need training, and how you might be able to access it
- liaising with the County Advisers for the Duke of Edinburgh's Award and other organisations where appropriate

ASSESSORS

An assessor is someone who can vouch for your participation in the activities you are using for your challenges and the requirements. They should have relevant experience or qualifications in the activities you are undertaking so that they are able to support you with your activities. This may often be your Explorer Leader or District Scout Network Commissioner. When you have completed the requirements of a challenge they need to provide a short statement about your participation and sign your logbook. The assessor may be able to help you with:

- setting targets that will stretch and challenge you
- pass on their skills and knowledge
- assist you with accessing training opportunities
- encouraging you to complete the activity

NOTE: An assessor should not be a family member.

RELEVANT COMMISSIONER

Your Explorer Scout Leader or District Scout Network Commissioner will be involved in approving the Chief Scout's Diamond Award and Chief Scout's Platinum Award.

The Assistant County Commissioner Explorer Scouts or Assistant County Commissioner Scout Network will be involved in approving the Queen's Scout Award.

NOTE: In Scotland, for Explorer Scouts, the District Explorer Scout Commissioner or the District Commissioner will sign off your Queen's Scout award. For Scout Network members this will be the District Scout Network Commissioner or the District Commissioner.

Your Commissioner may also be able to help you with:

- Clarifying whether your plans for particular sections of the award meet their expectations of the requirements
- Deciding on or arranging when and where your certificate and badge are presented

QUEEN'S SCOUT CO-ORDINATOR

The Queen's Scout Co-ordinator is responsible for effective communication about the Queen's Scout Award in your County, Area or Region. When you complete your award they will be sent your certificate and badge. They can help you with:

- Contacting relevant people in your local area, for example the Assistant County/ Area Commissioner (Activities) or the Regional Adviser activities in Scotland
- Ensuring that the request for the Queen's Scout Award certificate has been completed correctly and signed by the right people before it is sent to UK Headquarters or Country offices.
- Finding out who else has registered their interest in completing the Queen's Scout Award in your local area, for example if you need to find other people to do your expedition with

SUPPORT FOR LEADERS AND COMMISSIONERS

As a Leader or Commissioner working with the Explorer Scout or Scout Network section you may be asked to support a young person through their awards. Others may also be asked to provide support this could be someone who has completed their award, another adult who understands the awards or a member of the Queen's Scout Working Party.

There are some key things which will help you in providing support to young people:

STARTING THE AWARD

Make sure the young person understands the registration or membership requirements of the award they choose, if they have opted to get started on their Queen's Scout Award they need to register online at www.scouts.org.uk/QSA prior to starting any activities.

THE ACTIVITIES

Help the young person to put a plan in place for what they are going to use for each of the requirements. This should prevent activities being completed in the wrong section, for the wrong timescales or double counting of activities. Suggested programme ideas lists are available online at members.scouts.org.uk/qsasupport.

DofE

Make sure that the young person knows that they can link the activities used for their DofE awards to their Scouting awards, use the Adventure Begins Leaflet (available to download from <https://members.scouts.org.uk/dofescoutingresources> or from Scout Shops) to help promote both sets of awards.

They need to make sure that they register for their DofE ahead of starting any activities. Support for DofE comes from the County DofE Advisers (in England and BSO) or the Country Offices (in Northern Ireland, Scotland and Wales).

KEEP IN TOUCH

Throughout the time a young person is working on their award, keep in touch with them. The logbooks (available online) will help them track and record their progress but meeting up and checking in with how they are getting on will provide reassurance to the young person.

If there are any areas which the young person is finding challenging you may need to offer some ideas and solutions, link them up with others who may want to complete the same activity or signpost to providers. Remember that this is the young person's award and so they should still have responsibility for it.

NEARING THE END

Often it is near the end when young people will require some additional support.

Make sure that they understand what happens once they have completed the requirements.

APPROVING CHIEF SCOUT'S PLATINUM AND CHIEF SCOUT'S DIAMOND AWARDS

It is the Explorer Scout Leader who will approve and issue the Chief Scout's Platinum Award and the Explorer Scout Leader or District Scout Network Commissioner who will approve and issue the Chief's Scout Diamond Award (as appropriate) and who will check that the young person has met the requirements of the award whilst being challenged.

Make sure that the young person is aware once you have approved their award that they will be issued the relevant badge and certificate.

As well as a physical badge, make sure that the relevant virtual badge is issued for Scout Network members.

WHAT'S NEXT?

Encourage young people to take the next step in their Scouting journey, considering what their personal challenge would be. They could undertake another award, for example the Gold DofE (<https://members.scouts.org.uk/dofe>), Explorer Belt (<https://members.scouts.org.uk/explorerbelt>) or Scouts of the World Award (<https://members.scouts.org.uk/sowa>) if they haven't already completed them. They could also have a passion for the outdoor elements of the award and so could be encouraged to get involved in leading adventure for younger members, gaining permits etc, check out the Youth in Adventure resources at <https://members.scouts.org.uk/youthinadventure>.

SUPPORT FOR COMMISSIONERS – QSA SPECIFICS



As the relevant Commissioner it is your responsibility to check that a young person has met the requirements of the QSA prior to submitting their award to UKHQ or Country offices for the certificate and badge to be issued. If you have any questions please raise these prior to approving the award.

There are some key things to check when approving an award which are outlined below:

REGISTRATION

- Make sure the participant is registered with UKHQ on www.scouts.org.uk/qsa as they begin their Queen's Scout Award (monthly summaries of those registering are sent to County Queen's Scout Coordinators and Country Offices)
- Activities completed in the three months prior to registration, but not before the participant's 16th birthday, may be counted towards the Queen's Scout Award

PRESENTATION OF ACHIEVEMENTS

At the end of the QSA young people need to present their achievements, more information on this can be found on page 16.

You should consider that some participants may find that they have a natural flair for this type of thing, while others will dread this more than any other aspect of the award and will need a little more support.

QUEEN'S SCOUT AWARD COMPLETION

It is the responsibility of the Assistant County/ Area Commissioner Explorer Scouts or Assistant County/ Area Commissioner Scout Network to sign off the Queen's Scout Award (based on the section you are in at the time of completion). They will do this based on attending the presentation of achievement, seeing the logbook and then approving the completion form.

NOTE: In Scotland, for Explorer Scouts, the District Explorer Scout Commissioner or the District Commissioner will sign off your Queen's Scout award. For Scout Network members this will be the District Scout Network Commissioner or the District Commissioner.

SIGNING OFF THE AWARD

- In the event that the Assistant County/ Area Commissioner roles are vacant, the County/ Area Commissioner should sign off the award.
- The Commissioner needs to sign the completed Queen's Scout Award completion form. This can be found at the back of the QSA Logbook and Completion Form document found at www.scouts.org.uk/qsa
- If the participant has completed a Gold DofE programme at the same time as the Queen's Scout Award and is using the same activities for the challenges, a screenshot from eDofE stating they have completed the programme will need to be attached to the Queen's Scout Award Completion form before the relevant commissioner signs off the Queen's Scout Award.
- There is no requirement for a formal assessment of the participant's achievements, but as a responsible Commissioner you should ensure that the participants have carried out their own assessment of the personal effort involved in gaining the award.
- The Queen's Scout Award is based upon self-assessment and personal effort coupled with support/consultation with the relevant leader/ Commissioner.
- The personal assessment should look at effort involved, knowledge gained and any changes that they believe have occurred in their attitudes and opinions.
- Participants should be encouraged to think about the following questions.
 - What characteristics did I use when working in a team?
 - What leadership skills have I learnt or improved upon, and was I able to apply them in the work that I carried out?
 - How can I use the experiences gained in everyday life?
 - What did I achieve?
 - What personal commitment and discipline have I gained?

CONFIRMING THE AWARD

- Once the Queen's Scout Award completion form has been completed and been approved by the relevant Commissioner it needs to be sent to the relevant UK or Country Office as outlined on the bottom of the form.
- The County Queen's Scout Award Co-ordinator may send this form off as they may wish to keep a local record of who has completed the award and would expect to receive the relevant certificates and badges

- If the participant has completed the Gold DofE Award as part of their Queen's Scout Award evidence, such as a screen shot from eDofE, that they have completed and had their Gold DofE awarded will need to be sent with the Queen's Scout Award completion form.

CELEBRATING ACHIEVEMENT

- Many Counties, Areas/ Regions hold local award ceremonies where the participant can be congratulated on their award locally
- All the Chief Scout's Awards could be presented at the same time along with the Queen's Scout Awards
- The participant is strongly encouraged to join the Day of Celebration and Achievement at Windsor Castle, normally on the Sunday nearest to St George's Day

THE MEDIA

- The participant may be shy and need encouragement to contact the local press themselves
- Get in touch with your local Media Development Manager/Assistant Regional Commissioner (Communications) to get your Queen's Scout into the press
- The Media Development Manager/Assistant Region Commissioner (Communications) will know the best people to approach and will have local press contacts
- If you don't have one, then – don't be shy, help those Queen's Scouts speak out about their achievements and show the world how great Scouts are

USING THE QUEEN'S SCOUT AWARD

- Make sure your Queen's Scout knows that their experiences in Scouting can help them when writing a CV and applying for university or a job
- For more information about how they can use their Scouting experiences to boost their CV and improve their chances when applying for higher education or jobs, take a look at Get Ahead: Scouting and employability: A guide for Explorers and Network members: scouts.org.uk/getahead

NEXT CHALLENGE

Remind the participants of the other awards and opportunities they could go onto complete.

Scouts of the World Award <https://members.scouts.org.uk/sowa>

Explorer Belt <https://members.scouts.org.uk/explorerbelt>

Activity Permits and adventure activities <https://members.scouts.org.uk/activitiespermits>

Queen's Scout Working Party <http://www.qswp.org.uk/>

FAQs

What if a participant has not registered for the QSA?

If a participant has not registered, they should register straight away using the online registration form. Activities can be backdated up to three months prior to the registration date (but not before their 16th birthday). Extenuating circumstances can be considered by the relevant Commissioner locally- either the Assistant County/ Area Commissioner Explorer Scouts, the Assistant County/ Area Commissioner Scout Network or the District Commissioner if you are in Scotland, as they are responsible for sign off of the award.

What happens if I am approaching 25 and have not finished?

The award must be completed before your 25th birthday, as this is a youth award. The Network section finishes at 25.

Can I get an age extension?

As above, the award must be completed by your 25th birthday as this is the age that you must leave the Scout Network section. In the case of extreme extenuating circumstances, please discuss your situation with the relevant Commissioner who is listed to sign off the award.

Where can I find example activities for each section?

Guidance and example activities can be found at <https://members.scouts.org.uk/qsasupport>, there are some programme planners which help you identify which activities can be used for each section.

When does someone have to complete their Queen's Scout Award in order to be invited to the event at Windsor Castle?

Signed and approved QSA completion forms must be received at UK HQ by the last Sunday in February (at the latest) in order to be eligible to attend the event in the same year. We would always encourage people to get completed as early as possible to ensure that they get invited.

Where do we get Chief Scout's Award badges and certificates from?

Badges and certificates for the Chief Scout's Awards are available from Scout Shops or via badge secretaries. Queen's Scout Award badges and certificates are only available from UK HQ.

How do these awards fit with the Duke of Edinburgh's Award?

The resource 'The Adventure Begins' visually demonstrates how the awards link together. This is a free resource and can be [found here](#).

The Assistant County/ Area Commissioner Explorer and/ or Scout Network role is vacant in my County/ Area. Who can sign off my Queen's Scout Award?

If the above roles are vacant, the County/ Area Commissioner can sign off your Queen's Scout Award. The County/ Area Commissioner may delegate this to another role, such as a Deputy County/ Area Commissioner.

MY CONTACTS

My main contact for my Chief Scout's Platinum Award is:

My main contact for my Chief Scout's Diamond Award is:

My main contact for my Queen's Scout Award is:

My Assistant County/ Area Commissioner Explorer Scouts or Assistant County/ Area Commissioner Scout Network (or DESC/ DSNC or DC in Scotland) is:

The QSA Coordinator in my County/ Area is:

FURTHER CONTACTS

Although you should seek advice and guidance locally in the first instance, you may find the following contacts useful.

EDUCATION DEPARTMENT AT UK HEADQUARTERS

The Education Department are responsible for the content of the Chief Scouts and Queen's Scout Awards, and how they fit into the wider context of the youth programme for Explorer Scouts and Scout Network. The team can be contacted for support on all aspects of the awards, including links to the DofE awards on the details below.

Tel: 0345 300 1818

Email: programme@scouts.org.uk or international@scouts.org.uk or activities@scouts.org.uk
or dofe@scouts.org.uk

For an easy way to find all of the relevant information regarding activities check out the A-Z list of activities at www.scouts.org.uk/a-z

COUNTRY HQS

Country HQs can support with providing local contacts and with the administration of the award.

Scotland	Tel: 01383 419073	Email: shq@scouts-scotland.org.uk
Wales	Tel: 01446 795277	Email: admin@scoutscymru.org.uk
Northern Ireland	Tel: 028 90 492829	Email: info@scoutsnir.org

USEFUL SCOUT LINKS

DofE: provides support for the DofE from a Scouting perspective. Tel: 0345 300 1818. Email: dofe@scouts.org.uk
www.scouts.org.uk/dofe

In Scotland, SHQ will also be able to advise on DofE.

Safety in Scouting: a useful webpage containing links to all of the necessary resources and factsheets regarding safety. www.scouts.org.uk/safety

Globe Trekker: an interactive online tool to learn about other people's experiences during visits abroad and to provide feedback on your return. www.scouts.org.uk/globetrekker

Unity (Scout Insurance Services): provides bespoke insurance solutions to The Scout Association and Scout Groups, Districts and Counties. www.scoutinsurance.co.uk

Scout Shops: supply equipment for expeditions and explorations. Tel: 01903 766921 www.scouts.org.uk/shops

USEFUL EXTERNAL LINKS

NHS Travel Health: provides health advice for travellers including travel vaccinations, travel insurance, practical advice and how to obtain medical treatment abroad. www.nhs.uk/LiveWell/TravelHealth

Where to Stay in Europe: an online resource for finding campsites and Scout/Guide centres across Europe. <http://rovernet.eu/site/esvp-map/>