

# LANGUAGE STRIP

## Requirements

1. Demonstrate an ability to speak in a language other than your own by conversing on a subject of your choice for at least 20 minutes.



# THE FOCUS AWARD

## Requirement

Have participated in, and completed, all Focus modules as outlined in the Focus Manual.



# THE QUEEN'S VENTURER AWARD

The Queen's Venturer Award is presented to Venturers who have acquired competence and skills that will be of considerable use to themselves, their company, and their community. These Venturers will have also been recognized by the company, the advisor, and Scouts Canada as being worthy of receiving this Award.



The Queen's Venturer Award signifies that a Venturer has, in the opinion of those who know the Venturer, both the character and ability to be of significant help to other people. The Award consists of a cloth emblem and a parchment certificate, signed by the Governor-General.

## Requirements

To be eligible for the Queen's Venturer Award you must complete the following requirements to the satisfaction of the company and advisor.

1. Hold the Venturer Award, **OR** demonstrate equivalent skills and knowledge. (You may count the qualifications earned while attaining these awards in the following requirements.)

2. Hold a current St. John Ambulance or Canadian Red Cross Society Standard level First Aid Certificate or equivalent.
3. Hold the World Conservation Award.
4. Be currently certified in a service skill (e.g. Bronze Medallion, YMCA Lifesaving Certificate, Canadian Ski Patrol Certificate, Search and Rescue, Power Squadron, youth camp counsellor, staff member at a camp for handicapped children, children's traffic safety program instructor).
5. Complete a minimum of fifty (50) hours service of your choice for which you receive no monetary reward. (*Note: You may apply the service time given toward earning the Service Activity Award **OR** the Duke of Edinburgh's Award (Silver level) to this total requirement.*)
6. Act as an activity leader or Scouter-in-Training at no less than eight meetings or activities. Where there is no colony, pack, or troop, you may substitute a Boys' or Girls' Club, 4H Club, YM/YWCA or similar youth club or organization. You may also substitute twelve hours service at a Beaver, Cub, or Scout camp actively working with youth.
7. Demonstrate leadership in a peer environment by being actively involved for a period of time with a decision-making body (e.g. youth forums, student council, round tables, etc.).
8. Demonstrate your commitment to the Venturer Promise by:
  - a) Earning the Blue Stage Religion in Life Award in your church,

**OR**

  - b) Successfully completing a recognized course in world religions,

**OR**

  - c) Other active demonstrations of your continuing spirituality to the satisfaction of your company and advisor.

