



Adventurous Journey - Fact Sheet

Goal: to encourage a spirit of adventure and discovery

Objective: Participants must undergo appropriate training, including safety precautions. Then they must carry out a practice journey (s) and finally complete an expedition, exploration or adventurous project having some preconceived purpose of discovery in the outdoors. The journey should present a challenge in terms of physical effort and fulfillment of its purpose.

Requirements: All journeys should involve travel by personal effort without motorized assistance. In order to get to departure point or from the completion point, motorized transport may be used. There are three types of journeys:

1. *Expeditions* (a trip with a purpose) - An expedition is a journey where participants stay at a different campsite each night. If obtaining different campsites proves to be impossible, participants may use a base camp. This journey may have one of many purposes. For Expeditions, the required hours of planned activity are to be spent on journeying, navigating, route finding, setting up and striking camp, and on tasks related to the purpose of the Expedition.
2. *Explorations* (a purpose with a trip) - An Exploration is a journey where participants may make use of a base camp, as long as their purpose involves some aspect of the natural environment (e.g. flora, fauna, landforms), or it may be historical in nature. All Explorations are to include an element of journeying and in every case, at least ten hours is to be spent in this way. The remainder of the time is spent on the approved investigation or special activity. An Exploration must involve pre-journey research or study into the topic, an on-site study during the journey, and a report on the findings contained in the log. **All Explorations require prior approval from the Provincial Award Office.**
3. *Adventurous Project (Silver and Gold only)* - An Adventurous Project is a journey which does not fit the description of Expedition or Exploration exactly, or which may be a combination of the two. An Adventurous Project must be discussed with the Provincial Director and approved on an individual basis. This is generally used by participants who would not find an Expedition or Exploration challenging enough or if for medical reasons could not do either an Expedition or Exploration. **All Adventurous Projects require prior approval from the Provincial Office.**

The duration of the qualifying journey varies depending on the level of the Award:

- for Bronze - two days including one night away
- for Silver - three days including two nights away
- for Gold - four days including three nights away

Remember: All Expeditions, Explorations, and Adventurous Projects must have a clearly defined and preconceived purpose which may vary from the successful completion of a demanding journey to the satisfactory conclusion of a practical investigation. It is not necessary that all members of the Expeditionary group undertaking the journey be Award participants, but all must adhere to the general guidelines of this section.

Please note: the full set of guidelines for expeditions can be found in the front of the participants record book

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Required hours to be spent on planned activities:

- for Bronze - an average of six hours per day
- for Silver - an average of seven hours per day
- for Gold - an average of eight hours per day

Supervision: An experienced adult must supervise all journeys, including practice journeys. The supervisor must accept responsibility for the safety of the group, and must be satisfied that the participants are fully trained and properly equipped to undertake the journey. The supervisor must ensure that the group has prepared an emergency plan and a detailed route card, and that copies of these are given to the appropriate authorities. Supervisors or assessors may cancel the journey if they are not satisfied that an adequate degree of proficiency in preliminary training has been reached, or if they believe the conditions to be such as to warrant cancellation. They should not hesitate to require groups to modify their proposed routes should they consider this to be necessary from their knowledge of the terrain and climate and their judgement of the capabilities of the groups.

Assessment: Participants' performance on the qualifying Expedition, Exploration or Adventurous journey must be assessed to ensure that all conditions have been fulfilled. For some Explorations, it may be desirable to have a special assessor to judge the quality of the investigatory work. Finally, the assessor will decide whether participants have qualified in this section or should be required to undertake a further venture.

Reports on Expeditions: Participants should submit a report starting with an outline of the practice journey. This should include a description of the training they received, a description of distance, location and duration of the practice, and an explanation of how it prepared them for the qualifying journey. The portion of the report covering the qualifying journey should answer all of the following basic questions:

- ? Why did you choose to make this journey? What was the purpose (e.g. to test equipment, or skill, to study the environment, to retrace the steps of an explorer, etc.)
- ? When did you take the trip and where did you go? - Geographic location (e.g. specific park, river, or city)
- ? How did you travel and who went with you?
- ? What did you experience and what did you learn?
- ? What would you do differently if you could do it again?
- ? How did your qualifying journey challenge you?
- ? What advice would you give to someone doing the same journey?

Participants' reports should also include the following items:

- personal equipment list
- group equipment list
- first aid and safety equipment list
- menu
- map- may be hand drawn approximately to scale, with north point, or a printed map or copy as long as it clearly shows the route taken. It should show campsites, lunch stops, short descriptive notes on terrain, vegetation, wildlife, or unusual occurrences
- any other material of interest or documentation

The report design is up to the participant. It should be created by the participant, and they are encouraged to use their own creativity to submit the needed information. Examples include: scrap booking, typed information, using a binder / photo album.

