

SCOUTS NEW ZEALAND

ROVER AWARD SCHEME

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Acknowledgments to the Venturer Award Scheme developers

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INTRODUCTION

Aim of the Rover Award Scheme

To provide an Award scheme that meets the following needs

- Is easily understood by the youth members.
- Provides progressive learning.
- Provides challenge at all levels.
- Provides leadership opportunities both inside and outside Scouting.
- Is part of an integrated scheme across the five youth sections in Scouting?
- Promotes personal development and new experiences.
- Encourages focus on the outdoors and is FUN.

Self development through New experiences is a key focus of the Rover award scheme; they should impact on every item in the award.

The Award Scheme is based around the four cornerstones of Scouting:

- Outdoors
- Community
- Personal Development
- New Experiences

The Concept of the Scheme

The Rover Award Scheme is in 5 parts

- The Rover Badge.
- Rover Outdoor Cornerstone
- Rover Community Cornerstone
- Rover Personal Development Cornerstone
- Rover New Experiences Cornerstone
- St Georges Scout Award

There is also a recognition award, the BP Award.

It is difficult to prescribe how long each part of the Award scheme should take a Rover as they will generally be working on several cornerstones of the Award scheme concurrently as part of their everyday Roving.

Many of the requirements are in modular format with the requirements outlined in this handbook. These have been designed to help Rovers and their Leaders plan their activity programmes.

Modules can be completed in many different ways and the Rover Crew and individual Rovers should take this as a challenge when planning their programmes and Award Scheme choices.

Young New Zealanders Challenge Gold Award

Rovers who complete the Rover Cornerstones may, in the process, have completed all the requirements of the Young New Zealanders Challenge Gold Award (also known as Duke of Edinburgh's Award). As a result they may also choose to gain the Young New Zealanders Challenge Gold Award through cross crediting provided they register with Young New Zealanders Challenge office prior to starting the award. The Young New Zealanders Challenge Gold Award may be completed anytime before a young person turns 25 years old.

Rover Leadership Course

Rover Crew executive (Crew Leader, Assistant, Treasurer & Secretary) are encouraged to attend the Rover Leadership Course run one or more times each year by the Region. The course teaches leadership skills that enable them to lead their crew effectively. Attending a Rover Leadership Course is a requirement of the Rover New Experiences Cornerstone.

Leaving and Rejoining

Youth members may leave the Crew to pursue another seasonal interest such as sport and rejoin Rovers at the end of the season as often as needed.

Note that a minimum of 18 months is required to complete the requirements of the St Georges Scout Award.

A Rover joining the Crew after the age of 24 years may have insufficient time to complete the full award, however this should not prevent participation.

The Rover Crew must ensure that the Rover is adequately trained before undertaking expeditions and activities.

Rovers should only join as new members before the age of 26.

Learning gained in other organisations

Skills and knowledge earned in other organisation such as schools, GirlGuiding, Mountain Safety, Coast Guard and Sports Clubs may be used to gain parts of this Award.

The Crew Executive in conjunction with the Regional Rover Leader decides what may be credited. Proof of competency such as producing a certificate or demonstration of the skill or knowledge is required.

Venturers joining the Rover Section will find they cannot receive credits for modules they completed in the Venturer Section.

The Rover Award scheme is focussed on self development so new skills must be learnt.

Variations to the requirements of the award

Whilst the award is essentially prescriptive, it is acknowledged that some flexibility is required to cater for different geographic locations, section size, trainer availability and Rovers with disabilities and special needs. This flexibility should be exercised by the section leaders in consultation with the Regional Rover Leader.

This flexibility should not be used to avoid parts of the scheme – it has been carefully designed to cover the objectives and requirements of SCOUTS and the Rover Section.

Young Leaders

Young leaders between the ages of 18 and 26 years of age may complete the requirements of the Rover Award Scheme.

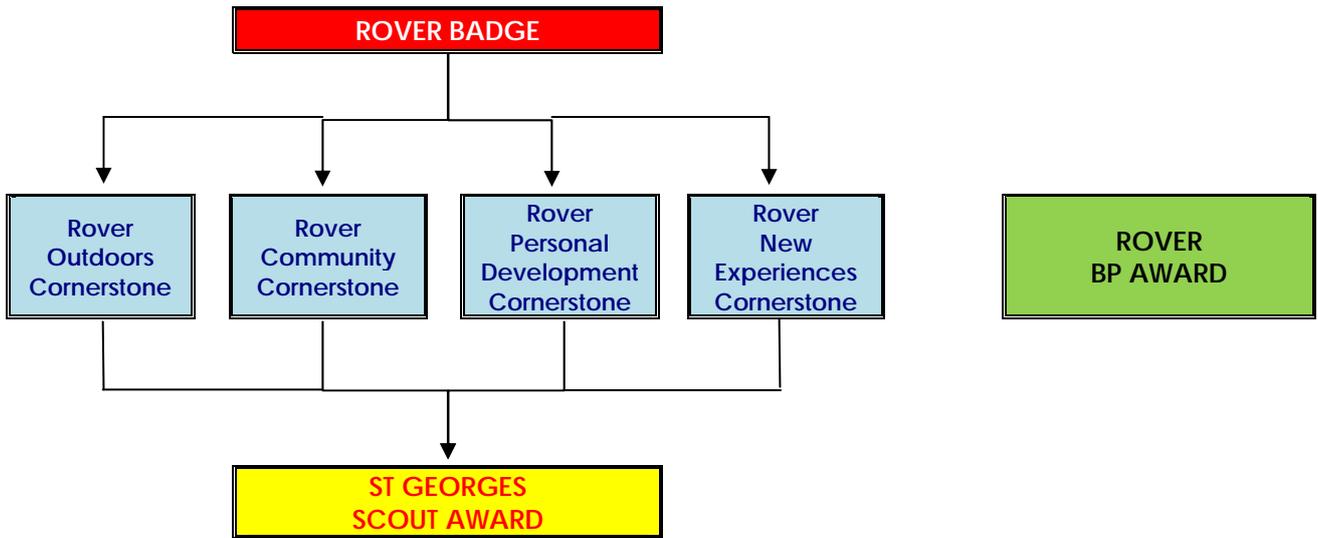
The criteria are the same except that where the requirements state “with members of the Crew” substitute “with a group of friends or other leaders”. The “other leaders” may not necessarily be the same age as the young leader although it would be desirable.

Signing off the award requirements

In the Rover Section, most Award scheme requirements may be signed off by the Regional Rover Leader, Rover Crew Leader or the Assistant. The most appropriate person is usually noted. Where it is one of these completing the criteria to gain the award, it must be signed by one of the others. The St Georges Scout Award requires Regional Rover Leader sign off.

ROVERS

ROVER AWARD SCHEME SUMMARY



ROVERS

ROVER BADGE

Complete all criteria below to achieve the Rover Badge.

REQUIREMENTS (What to do)	EXPLANATION (Why)	NAME/DATE/SIGN
OUTDOORS CORNERSTONE		Rover Crew Leader
Join with your local Crew for a day outdoor activity or night away.	To help build a relationship and to foster a team approach to activities. E.g. a sailing or tramping trip etc.	
COMMUNITY CORNERSTONE		Rover Crew Leader
Join with your local Crew for a service activity.	Service can include things like doing a beach clean up through to helping out at an animal shelter or similar.	
Be prepared to accept the service commitment that Rover membership requires (50 hours per year).	Service is a large part of Rovers and Rovers are expected to meet the minimum requirement every year. It adds up quickly and is not usually difficult to achieve.	
NEW EXPERIENCES CORNERSTONE		Regional Rover Leader / Rover Crew Leader
Complete a Rover Explained with your local Crew or Regional Rover leader.	Learn about Scouting and Roving in particular.	
Discuss with those on your Rover Explained how the Scout Law & Promise affects you everyday and in Rovers.	You are becoming a young adult and you need to look at the law and promise with a new perspective.	
Attend a Rover Crew formal meeting	Learn about the functioning of a Rover crew.	
Attend a Regional Rover event or meeting	Learn more about what Rovers do.	
PERSONAL DEVELOPMENT CORNERSTONE		Rover Crew Leader
Understand the crew constitution and agree to abide by it.	Learn about the rules of Rovers and the crew	
Organise an activity for your own self development	At this level you are expected organise activities. Rovers organise their own activities as they are all adults. The activity can be a simple evening out to Movies, golf, skating.... Or a day trip, or a guest speaker. Help may be obtained from other Rovers	
<p>Notes</p> <ol style="list-style-type: none"> 1. The Rover Badge may be completed while the member is in the Venturers Section as part of the Venturer award Scheme. 2. Some Rover crews may have additional requirements to be achieved prior to investiture. 3. The Rover may be invested upon completion of the Rover Badge 4. It is expected that the Rover badge will take approx 2-3 months to complete. 		

ROVER CORNERSTONES

Notes to the Rover Cornerstones

1. To be awarded the Rover must:
 - (a) Be under 26 years of age.
 - (b) Have belonged to a Rover Crew or Young Leaders group for 6 months minimum.
2. Skills learnt prior to joining Rovers may be recognised as prior learning for the requirements of this award only as specifically stated. Activities/Skills done since being invested as a Rover are recognised and may be used towards gaining the award providing they are appropriately signed off.
3. Many activities require the approval of your crew. It would be wise to consult before starting to avoid disputes after completion.
4. Self development through New experiences is a key focus of the Rover award scheme; they should impact on every item in the award.
5. Refer to your Young New Zealanders Challenge (DoE) coordinator for cross crediting requirements prior to starting service, physical and skill projects.
6. Sign off for each criterion may be done by the Regional Rover Leader, Rover Crew Leader or the Assistant. The most appropriate person is usually noted. Note – Rovers cannot sign their own off.

Once all the requirements are signed off for a Cornerstone, the Rover may be presented the Certificate for that Cornerstone .

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ROVER OUTDOOR CORNERSTONE

Campcraft, Outdoor Skills and Environment parts of this cornerstone are all training for the Expedition/Exploration. Complete all criteria below to achieve the Rover Outdoor Cornerstone certificate.

REQUIREMENTS (What to do)	EXPLANATION (Why)	NAME/DATE/SIGN
		Rover Crew Leader
<p>Campcraft</p> <p>Complete all "Campcraft" modules.</p>	<p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully.</p> <p>Can be completed either on your own, with your crew, or a team of friends.</p>	
<p>If any of the modules were successfully completed prior to joining Rovers, then teach the modules to others.</p>		
<p>Outdoor Skills</p> <p>Complete the practical modules of the Outdoor Skills Certificate.</p> <p>Complete any other modules relevant to your planned expedition journey. (e.g.: Reading High Alpine Weather, snow training etc). Includes water-based skills for water-based journeys. E.g. Charge Certificate</p> <p>Must be completed prior to undertaking the expedition or exploration.</p>	<p>At this level you are expected to demonstrate to your Rover Crew you possess the necessary skills to stay alive in the bush by completing or revising the practical and other relevant modules.</p> <p>The Outdoor Skills Certificate overall provides you with all the necessary training to be safe in the bush or on the water.</p> <p>The concept modules test knowledge, whereas the practical modules test skills learnt.</p> <p>Refer to: Rover website, Outdoors Skills Certificate. Mountain Safety Council, Bushcraft manual. Coastguard. Young New Zealanders Challenge.</p>	
<p>If any of the modules were successfully completed prior to joining Rovers then teach the modules to others AND</p> <p>Revise all other Outdoor skills modules previously completed as relevant to your expedition.</p>		
<p>Environment</p> <p>Plan, prepare for, and complete three "Environment" modules. E.g. Reading the Weather etc.</p>	<p>Environment modules are designed so you can learn about the world around you and how to be a 'tidy kiwi'. These modules raise some very important ideas about the future of our world.</p> <p>At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully.</p> <p>You are also expected to help lead the module if appropriate.</p> <p>Can be completed either on your own, with your Crew, or a team of friends.</p>	
<p>If any of the modules were successfully completed prior to joining Rovers, then teach them to others.</p>		

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<p>Take part in a local environment project with your Crew or team of friends that:</p> <p>Highlights local plants or wildlife using an education focus <i>OR</i></p> <p>Re-establishes or recreates a local habitat or piece of bush in your area.</p>	<p>This could be part of your service.</p> <p>Refer to Department of Conservation, Local Council.</p>	
REQUIREMENTS (What to do)	EXPLANATION (Why)	NAME/DATE/SIGN
<p>Expedition OR Exploration (choose either one)</p> <p>Expedition Option A journey with a purpose.</p> <p>With a team of at least four, plan and prepare for and successfully complete an adventurous journey that is at least 4 days and 3 nights long and of a type that you have not completed for this length of time before.</p> <p>Your party must be formed out of at least four people and may include someone experienced in the type of journey.</p> <p>The Outdoor Skills certificate must be completed / revised before undertaking the expedition.</p> <p>Present a report to your Rover Crew Executive at the completion of your expedition.</p> <p><i>OR</i></p>	<p>Develop your spirit of adventure and discovery.</p> <p>Adventurous journeys must be over terrain that you haven't been to before or places new to you.</p> <p>These can include tramps, kayak trips or bike rides - but they must be completed under your own steam. (No motorised transport except to and from the point of departure).</p> <p>Refer to Department of Conservation, Coastguard, and Young New Zealanders Challenge for ideas.</p> <p>Safety is important. Training to prepare for expedition is required. At the discretion of the Rover Crew executive a shadow party of someone experienced in the type of journey may be required.</p> <p>Plans must be approved by the Rover Crew and a person suitably qualified or experienced person before starting.</p> <p>Note: There are additional requirements for Young New Zealanders Challenge (DoE) to be signed off.</p>	<p>Rover Crew Leader</p>
<p>If an expedition was successfully completed prior to joining Rovers: No credit is permitted here; this must be a new expedition of a type not completed for this length of time before. Eg if 4 day tramping has been done before, select a new type such as kayaking</p>		

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<p>Exploration option</p> <p>An exploration involves some journeying but more time is spent on investigation, research or other activities.</p> <p>With a team of at least four, plan, prepare for and successfully complete an exploration that is at least 4 days and 3 nights long and of a type that you have not completed for this length of time before. Your exploration must have a clear purpose.</p> <p>Your party must be formed out of at least four people and may include someone experienced in the area likely to be encountered.</p> <p>The Outdoor Skills certificate must be completed / revised before undertaking the exploration.</p> <p>Water based skills must be completed for water based journeys such as Canoeing, Sailing or Rowing. E.g. Complete a Charge Certificate etc.</p> <p>Present a report to your Rover Crew at the completion of your exploration.</p>	<p>The exploration must be to an area that you haven't been to before.</p> <p>In addition to the Outdoors Certificate suitable investigatory preparation is required prior to undertaking the exploration.</p> <p>The exploration must include a minimum time of 8 hours planned activity per day including pitching and breaking camp, but excluding travel time to and from the area.</p> <p>Your exploration idea, duration and preparation must be pre-approved by your Rover Crew.</p> <p>Plans must be approved by the Rover Crew and a person suitably qualified or experienced person before starting.</p> <p>Note: There are additional requirements for Young New Zealanders Challenge (DoE) to be signed off.</p>	
<p>If an exploration was successfully completed prior to joining Rovers: No credit is permitted here; this must be a new exploration of a type not completed for this length of time before.</p>		

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ROVER COMMUNITY CORNERSTONE

Complete all criteria below to achieve the Rover Community Cornerstone certificate.

REQUIREMENTS (What to do)	EXPLANATION (Why)	NAME/DATE/SIGN
		Rover Crew Leader
<p>My Community</p> <p>Plan, prepare for, and complete two "My Community" modules that you haven't already done.</p>	<p>At this level you are expected to organise the guest speaker or equipment needed to complete the module successfully. You will need to provide them with a lesson plan.</p> <p>You are also expected to help lead the module if appropriate. Can be completed either on your own, with your crew, or a team of friends.</p>	
<p>If any of the modules were successfully completed in prior to joining Rovers, then teach the modules to others.</p>		
<p>Our World / Our Country</p> <p>Plan, prepare for, and complete two "Our World / Our Country" modules of your choice that you haven't already done.</p>	<p>At this level you are expected to organise the guest speaker or equipment needed to complete the module successfully.</p> <p>You will also need to provide them with a lesson plan.</p> <p>You are also expected to help lead the module if appropriate.</p> <p>Can be completed either on your own, with your Crew, or a team of friends.</p> <p>Modules completed in Venturers cannot be credited unless there are not two left that have not been done before. First, complete modules not successfully completed, and then the other modules successfully completed in Venturers may be credited here.</p>	
<p>If any of the modules were successfully completed in prior to joining Rovers, then teach the modules to others.</p>		
<p>Helping Others</p> <p>Undertake two service projects</p> <ul style="list-style-type: none"> • One Scouting • One Non Scouting <p>As a minimum these must be:</p> <ul style="list-style-type: none"> • One Major, at least 60 hours over 12 months • One Minor, at least 15 hours over 3 months <p>Present a report to your Rover Crew at the completion of your service for the crew logbook.</p>	<p>The projects may be new, or extensions of existing ones.</p> <p>You must be actively involved in the organising of the project.</p> <p>The projects may be completed as a group, but each person wanting credit must be actively involved in the organising.</p> <p>It is recommended that the maximum number of hours logged in any one block of time should not exceed eight hours.</p> <p>Your ideas for service must be approved by your Rover Crew.</p> <p>Note: There are additional requirements for Young New Zealanders Challenge (DoE) to be signed off.</p>	

ROVERS

ROVER PERSONAL DEVELOPMENT CORNERSTONE

Complete all criteria below to achieve the Rover Personal Developments Cornerstone certificate.

REQUIREMENTS (What to do)	EXPLANATION (Why)	NAME/DATE/SIGN
		Rover Crew Leader
Vigil Self examination	The Vigil is where personal weaknesses and strengths are identified, past mistakes are acknowledged and future hopes and goals are set. The decision is made to "go forward a better citizen" as a Rover. Refer to the Rover Handbook	
Physical Recreation Participate in some form of regular physical activity for at least 5 months. Regular is at least 1 hour per week Present a report to your Rover Crew at the completion of your time.	The activity must be new to you and must be approved by your Rover Crew. Refer to the New Experiences Ideas bank for ideas. Note: There are additional requirements for Young New Zealanders Challenge (DoE) to be signed off.	
No credit is permitted here, this must be a new activity started after you joined Rovers.		
Social and Life Skills Plan, prepare for and lead a discussion with your Crew on social challenges and issues as they relate to young adults.	This may include responsible drinking & alcohol abuse, problem gambling, abuse, violence, crime... Refer to Police Youth Aid, Lifeline, Alcohol & Drugs Helpline...	
Expression Plan, prepare for, and complete one "Expression" module of your choice that you haven't already done, or complete and alternative activity approved by the Rover Crew.	At this level you are expected to help organise the guest speaker or equipment needed to complete the module successfully. You are also expected to help lead the module if appropriate. May be completed either on your own, with your crew, or a team of friends.	
Discovery Participate in some form of regular personal interest/hobby/practical skill for at least 12 months. Regular is at least 1 hour per week Present a report to your Rover Crew at the completion.	Learn a new skill that interests you. Your skill must be approved by your Rover Crew. Refer to the New Experiences Ideas bank for ideas. Where possible you should aim to achieve a certified level of skill and have the certificate presented.	
No credit is permitted here, this must be a new skill started after you joined Rovers.		
Leadership Attend a Rover Leadership training course.	To further develop your leadership skills.	

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<p>Complete the Initial training of the Scout adult training scheme.</p> <p>If the initial training has been completed prior to joining Rovers: Complete 10 additional credits in the adult training scheme.</p>	<p>Many of the Adult training modules are relevant to Rovers and will develop leadership skills for use within scouting and outside of scouting.</p> <p>Refer to your Regional Scout office for details.</p>	<p>Zone Training Leader</p>
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ROVERS

ROVER NEW EXPERIENCES CORNERSTONE

Complete all criteria below to achieve the Rover New Experiences Cornerstone certificate.

REQUIREMENTS (What to do)	EXPLANATION (Why)	NAME/DATE/SIGN
		Regional Rover Leader
<p>National Events</p> <p>Attend and take an organiser or staff role in one National Scout activity or school you have not previously contributed to e.g.</p> <ul style="list-style-type: none"> • Moot • Jamboree • Regatta • Venture • National Schools • Summer Camp • Or event of not less than 5 days, 4 nights duration, not necessarily in Scouting 	<p>You may have attended as a participant at the event before. You should contribute in the planning stages of the event.</p> <p>National schools are unique to Scouting.</p> <p>Explore the depths of the earth at caving school or the heights of mountains at mountaincraft school for example.</p> <p>National Schools available to Rovers include Canoe School, Caving School, Mountaincraft School, Photography School, Snow School, and Walsh Memorial Scout Flying School.</p> <p>Other possibilities for the future: Driving School, Sailing School, Scuba Diving School.....</p> <p>Includes assisting at Kids Camps (Cancer, Kidney, Health or disability).</p> <p>Your event and role must be approved by your Rover Crew.</p>	
<p>Scouting</p> <p>Complete a Section Leader and National Scouting Explained.</p>	<p>Learn about being a section leader and about the structures and councils of National scouting.</p>	Leader running session
<p>Help for two nights at another scouting section.</p> <p>Or, organise an activity for another scout group.</p>	<p>Learn more about being a section leader.</p>	
<p>Attend a Leaders council meeting of a local group.</p>	<p>See behind the scenes and also develop links with local leaders.</p>	
<p>Attend a Rover Moot</p>	<p>Meet the wider community of Rovers and enjoy there company.</p> <p>This may be National, International or a World Moot</p>	Rover Crew Leader
<p>Attend a Regional Rover event outside of your region</p>	<p>Strengthen the bonds of Rovers by visiting another region.</p> <p>Events may include Mudbash, Barndance, Timaru Ball, dinners....</p>	

ST GEORGES SCOUT AWARD

Notes to the St Georges Scout Award

1. To be awarded the Rover must:
 - (a) Be under 26 years of age.
 - (b) Have belonged to a Rover Crew or Young Leaders Group for 18 months minimum.
2. Sign off for each criterion is to be done by the Regional Rover Leader.

Once the Regional Rover Leader has approved and signed off all the requirements, The St Georges Scout Award may be presented to the Rover.

REQUIREMENTS (What to do)	EXPLANATION (Why)	NAME/DATE/SIGN
		Regional Rover Leader
Cornerstones Complete all four Rover cornerstones		
Reporting Prepare a report for the website and for your panel discussion on your journey through the St Georges Scout Award.	Look back and reflect on what you have achieved. Write your report to motivate others to achieve.	
Panel <ul style="list-style-type: none"> • Have a discussion with the Panel about the completion of your award including: • A report of your adventurous journey. • A summary of your Scout Service and evidence of how it has benefited the movement. • Knowledge you have gained through the modules you have successfully completed in the Award. • Future opportunities within and outside of Scouting. 	The Panel will normally consist of your Rover crew Leader, Zone Leader and the Regional Rover Leader plus one other person of your choice (approved by the Regional Rover Leader). The panel will be convened by you. This friendly discussion looks at: <ul style="list-style-type: none"> • Your character and personality. • Summarises your Scouting involvement. • The challenges you have fulfilled during your time in Scouting working towards the St Georges Scout Award. • Your understanding of the ethos of Scouting and future opportunities both within and outside Scouting. 	

ROVER BP AWARD

It is important to realise that this is an award for recognition from your Rover crew. It is often awarded as a complete surprise to the recipient.

It is not necessary to complete any of the Cornerstone Awards or the St Georges Scout Award to be eligible for the BP Award.

The following conditions must be fulfilled:

REQUIREMENTS	EXPLANATION
Active contributor	The Rover has been a continuously active and useful Crew member, having organised and co-ordinated projects and activities which ideally emphasise the aims of the Rover Section, of service to Scouting, the community and personal development.
Scouting example	The Rover is setting a personal example of the Scout way of life, and living by the Scout Law and Promise.
Outstanding Crew Member	Rover has given outstanding and extensive service as a member of a Rover Crew.
Position of Responsibility	The Rover has held a position of responsibility outside the Rover Crew on Scouting or another community organisation for a period of at least two years.
Commitment	The Rover has been a member of a Rover Crew for a minimum period of three years.
Current member	The applicant must be a current Full or Associate Member of the Crew.

If the Rover Crew believes a Rover meets the criteria they nominate them by completing the Application form and sending to National office.

ROVERS

ROVER AWARD SCHEME RECORD CHART

ROVER BADGE	
Requirement	Date Achieved
Outdoors activity	
Service activity & Commitment to service	
Rover Explained & discussion	
Formal meeting	
Regional event / meeting	
Constitution	
Organise Activity	

DATE COMPLETED	
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ROVER OUTDOORS CORNERSTONE	
Requirement	Date Achieved
Campcraft modules	
Outdoor skills modules	
Environment modules	
Environment project	
Expedition or Exploration	

DATE COMPLETED	
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ROVER PERSONAL DEVELOPMENT CORNERSTONE	
Requirement	Date Achieved
Physical Recreation	
Social & Life Skills	
Expression	
Discovery/New Skill	
Leadership	

DATE COMPLETED	
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ST GEORGES SCOUT AWARD	
Requirement	Date Achieved
Rover Outdoors Cornerstone	
Rover Community Cornerstone	
Rover Personal Development Cornerstone	
Rover New Experiences Cornerstone	
Report	
Panel	

DATE COMPLETED	
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RECOGNITION AWARD

ROVER BP AWARD	
Requirement	Date Achieved
Active contributor	
Scouting example	
Outstanding Crew Member	
Position of Responsibility	
Commitment	
Current member	

ROVER COMMUNITY CORNERSTONE	
Requirement	Date Achieved
My Community modules	
Our World/Our Country Modules	
Service project - Scouting	
Service project - Non Scouting	

DATE COMPLETED	
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ROVER NEW EXPERIENCES CORNERSTONE	
Requirement	Date Achieved
National Event	
National Scouts Explained	
Section nights	
Leaders meeting	
Moot	

DATE COMPLETED	
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NEW EXPERIENCES – IDEAS BANK

Outdoors	Community	Personal Development
<ul style="list-style-type: none"> • 4WD • Abseiling • Bush craft • Caving • Climbing • Cycling • Expeditions • Flying Fox • Go karting • Golf • Hygiene • Jamboree • Kayaking • Land Activities • Latrines – how to build • Mountain biking • Mountaineering • Mudslide • Navigation • Outdoor skills course • Pioneering • Rafting • Regattas • Rigging and Derigging boats • Rowing • Sailing • Search and Rescue • Shooting • Skiing • Snowboarding • Snowcraft • Storm lashing • Survival • Swimming • Tents Pitching • Walsh Flying School • Water Skills 	<ul style="list-style-type: none"> • Anzac • Army, Navy, Air Force • Boat Maintenance • Civil Defence • Coastguard • Foreshore Clean up • Games (scouts) • International exchange • International expeditions • Jamboree • Moot • Mountain Safety • National schools • Outdoor Pursuits Centre • Outdoor Recreation • Outward bound • Police • Regattas • Search & Rescue membership • Spirit of New Zealand trip • Venture • Walsh Flying • Water Testing • Young Leaders 	<ul style="list-style-type: none"> • 10 pin bowling • 4WD • Abseiling • Boat masters • Bush Cookery • Bushcraft • Caving • Charge Certificates • Climbing • Community Involvement • Cooksey Course • Cycling • Day skippers • Expeditions Planning • Firearms • First aid certificates • Go karting • Goal setting • Golf • International exchange • International expeditions • Jamboree • Kayaking • Knots and Lashings • Leadership courses • Mountain biking • Mountaineering • National schools • Outdoor Recreation • Outdoor skills • Personal safety • Power Boat • Rafting • Regattas • Risk management • Rover Leadership Course • Rowing • Sailing • Scouting badges • Seamanship • Shooting • Skiing • Snowboarding • Swimming • Venture (National event) • Young Leaders Courses

Note

The above list is a brief list of available experiences. Crews are expected to add to the list and share their ideas with other Rovers

ROVER AWARD SCHEME MODULES

Detailed requirements for these modules are found on the Rover Section of the Scout NZ website.
Two examples of the module requirements are shown overleaf.

<i>Concept Modules</i>	<i>Practical Modules</i>
Outdoor Skills <ul style="list-style-type: none"> Outdoor ethics. Outdoor leadership. Trip planning. To camp or not to camp. Clothing and packing. Equipment. 	Outdoor Skills <ul style="list-style-type: none"> Stoves, fires, and cooking. Navigation. Rivers. Survival / being lost.
Campcraft <ul style="list-style-type: none"> Campsites are not all equal. Menu and food quantities. 	Campcraft <ul style="list-style-type: none"> Safe food, safe water.
Environment <ul style="list-style-type: none"> Take nothing but photographs, leave nothing but..... My footprint (The resources I use) 	Environment <ul style="list-style-type: none"> Reading the weather.
My Community <ul style="list-style-type: none"> Notable public figure. Having to vote / elections. Me a leader? Return to your roots. 	My Community <ul style="list-style-type: none"> Care Giving.
Our World / Our Country <ul style="list-style-type: none"> Diverse culture / our heritage. Faith awareness. My rights, my obligations. 	Our World / Our Country <ul style="list-style-type: none"> International awareness. Beyond School – CV, Interviews.
Social and Life Skills <ul style="list-style-type: none"> Absolutely positively feeling good; Good communication, anger, conflict and bullying. Dealing with loss and grief. Flirting and finance. 	Social and Life Skills <ul style="list-style-type: none"> Social skills and dining etiquette.
Expression <ul style="list-style-type: none"> Performing Arts / Gang Show. Expression through use of technology. Visual Arts / Plastic Arts. 	Expression <ul style="list-style-type: none"> Music is my thing.. Public Speaking / presentations
Emergency Preparedness <ul style="list-style-type: none"> Outdoor First Aid and CPR. Search and Rescue / Coastguard / Civil Defence. 	Emergency Preparedness <ul style="list-style-type: none"> Plumbing.
Personal Safety <ul style="list-style-type: none"> Road Safety Awareness. Chemical safety My body (Feed the machine; Be sun smart; Body piercing and tattoos). 	Personal Safety

Create your own module

Use the criteria for the modules listed overleaf to create a new module if needed. The steps to achieve this are:

1. Write up what you think is a reasonably challenging set of criteria or learning tasks for you to achieve.
2. Consult an expert in the field for comment – a School Teacher, Science worker, or someone who works in that topic.
3. Present your proposed module to the Crew Executive and the Regional Rover Leader for comment and approval.
4. The Regional Rover Leader may choose to refer the module to the National Rover Leader for guidance.

5. Forward your ideas for modules to the National Rover Leader for inclusion in the Award Scheme and the enjoyment of other Rovers.

ROVERS

Outdoor Skills

Cornerstone - Outdoors

ROVERS

MODULE – OUTDOOR ETHICS

Overview

This module could be completed as a general discussion with all members of the Rover Crew. Rovers experienced in the outdoors would be expected to lead the discussion.

Note that 'Leader' is the session leader, being a suitably experienced /qualified person in the field.

Requirements	Explanation	Name/Date/Sign
<p>Before going away <i>Explain to your leader:</i></p> <ul style="list-style-type: none"> - How to obtain details of the proposed area - Obtain permission(s) - Leave trip intentions – home and DOC <p>Access to the bush <i>Discuss with your leader:</i></p> <ul style="list-style-type: none"> - How to follow marked routes, including poled routes and other markings. - Why it's important to keep dogs on a leash and when dogs are not allowed. - How to not disturb stock - Why to write and thank landowners <p>Gates and fences <i>Demonstrate to your leader:</i></p> <ul style="list-style-type: none"> • How to use gates and styles – leave gates as you find them • If gate is locked, where to climb over OR: If no gate or style handy: • How to climb through the fence, or • Climb fence at the strainer post, or • Climb at any other post (but not a batten) <p>Respect for others <i>Discuss with your leader:</i></p> <ul style="list-style-type: none"> • Respecting other peoples equipment • The importance of keeping your own equipment together • How to conserve water and where additional sources of water may be found on expeditions • Ways to keep the bunk area clean and tidy • Personal hygiene <p>Leaving hut <i>Explain to your leader:</i></p> <ul style="list-style-type: none"> • How to dispose of rubbish in an acceptable method for the circumstances • What should be cleaned before leaving a hut and other important items such as closing windows. • The need to sign intentions book – names, next destination, weather conditions • Who to Report damage to. 	<p>The enjoyment of a trip away can be greatly enhanced by simple planning before the trip. Part of the planning is knowing the "rules" and expectations of others.</p> <p>References and external standards</p> <p>Mountain Safety Council <i>Bushcraft Manual</i> <i>New Zealand Outdoor First Aid</i></p> <p>Federated Mountain Clubs of New Zealand <i>Safety in the Mountains – Field Guide</i> available from FMC - www.fmc.org.nz or Mountain Safety Council - www.mountainsafety.org.nz</p>	

I /we certify that has satisfactorily met the requirements of this module.

Name: Signed:..... Date:

Outdoor Skills

Cornerstone - Outdoors

MODULE – OUTDOOR LEADERSHIP

Overview

This module provides an overview on looking after those around us. A strong leader who is confident in the outdoors usually makes or breaks a trip. This module could be completed as a general discussion with all members of the Rover Crew. Rovers experienced in the outdoors would be expected to lead the discussion.

Note that 'Leader' is the session leader, being a suitably experienced /qualified person in the field.

Requirements	Explanation	Name/Date/Sign
<p>1. There is no I in team, but there is a me.</p> <p><i>Discuss with your leader:</i></p> <ul style="list-style-type: none"> - Why it is important to be fit before going into the outdoors - How to best prepare yourself for the physical aspects of going outdoors <p><i>And create with your leader:</i></p> <ul style="list-style-type: none"> - A physical training program at least 3 weeks before your trip. <p>2. Why don't you do what I tell you?</p> <p><i>Explain to your leader:</i></p> <ul style="list-style-type: none"> - The three different leadership styles, including shared, consensus and dictatorship - When the best time is to use each style. - The advantages and disadvantages of each leadership style - Which one you think you are <p>3. Where did everyone go?</p> <p><i>Examine with your leader:</i></p> <ul style="list-style-type: none"> - How to control a large and small group in the outdoors - At least five methods to control larger groups - Advantages and disadvantages of larger groups - When it is appropriate to travel in smaller groups and when it is not - The accepted minimum number for journeys in your Crew. <p>4. That wasn't meant to happen</p> <p><i>Discuss with your leader:</i></p> <ul style="list-style-type: none"> - How to fill out activity intention forms - Using RAMS forms correctly and to full effect including risks in: <ul style="list-style-type: none"> o People o Equipment o Environment o Activity - What DOC hut books are for and when to use them - Who should be your contact person when in the outdoors and what they need to know. - Absolute, residual and perceived risk and how to judge each of these. - How to develop a risk management plan that reduces, minimises or eliminates identified risks. <p><i>With your leader correctly:</i></p> <ul style="list-style-type: none"> - fill out activity intention form and RAMS form for a mock trip for four people. 	<p>Be prepared in the outdoors by having the best outdoor leader possible.</p> <p>References and external standards</p> <p>Mountain Safety Council <i>Bushcraft Manual</i></p> <p>Federated Mountain Clubs of New Zealand <i>Safety in the Mountains Field Guide</i></p>	

I/we certify that has

satisfactorily met the requirements of this module.

ROVERS

Name: Signed: Date:

