



A guide to completing your DofE's Hillary Award  
with SCOUTS New Zealand

## What is the Duke of Edinburgh's Hillary Award and why should I get involved?

As a member of SCOUTS New Zealand you can undertake a wide range of awards and qualifications. Do you also know that you can also achieve the Duke of Edinburgh's Hillary Award?

The concept of the Award is simple – anyone aged 14 to 24 can do a programme at one of three progressive levels which, when successfully completed, lead to a Bronze, Silver or Gold Duke of Edinburgh's Hillary Award.

Because Award programmes are all about getting out there, having fun and self-development, everyone can achieve something. You'll find yourself helping people or the community, getting fitter, developing skills, going on an expedition and at Gold level only, taking part in a residential activity.

## What do I need to do to achieve my Duke of Edinburgh's Hillary Award?

The programme is made up of four sections (five at Gold). Over the required time you'll need to do each activity for an average of an hour a week. You'll need to show persistence, commitment and personal development.

## How do the activities overlap?

If you're doing your Venturers programme, then why not count your activities for your Duke of Edinburgh's Hillary Award as well? Find out more below:

### Bronze (14+ years old)

**FOR SCOUTS:** This table shows how you can achieve your Bronze Award alongside your **Chief Scout Award** :

Service	Physical	Skills	Adventurous Journey
3 months	3 months	3 months	Plan, train for and complete a 2 day, 1 night expedition
Work as an activity leader with a Kea Club or Cub Pack for a period of 20 weeks (need not be continuous)	Take part in an outdoor sport or activity. Participate in it regularly for at least 10 hours over a minimum of three months	Choose a hobby, topic to study or a leisure pursuit. Acquire a reasonable skill in or knowledge of the activity and participate in it regularly for at least 10 hours over a minimum of three months	No Cross Crediting or RPL
You must undertake a <b>further</b> three months of appropriate activities in either the Physical or Skills cornerstone, or 1 month in the Service cornerstone			

**FOR VENTURERS:** This table shows how you can achieve your Bronze Award alongside your **Bronze Venturers** awards and activities:

Service	Physical	Skills	Adventurous Journey
3 months	3 months	3 months	Plan, train for and complete a 2 day, 1 night expedition
Community Cornerstone  Personal Development Cornerstone <b>Expression</b> module  <i>Must be spread over three months and reach the required 13 hours</i>	Personal Development Cornerstone <b>Physical</b> module <i>-only 10 weeks can be counted, the additional weeks must be made up with another physical activity</i>  <i>Must be spread over three months and reach the required 13 hours</i>	Personal Development Cornerstone <b>Social and Life Skills</b> <b>Personal Safety &amp; Discovery</b> modules  <i>Must be spread over three months and reach the required 13 hours</i>	Outdoors Cornerstone <i>If all campcraft modules are completed</i>  <i>It can only be used for the Bronze Qualifier if 2 x 2 day trips are included</i>
You must undertake a <b>further</b> three months of appropriate activities in either the Service, Physical or Skills cornerstone			

## Silver (15+ years old)

**FOR VENTURERS:** This table shows how you can achieve your Silver Award alongside your **Silver Venturers** awards and activities:

Service	Physical	Skills	Adventurous Journey
6 months	6 months	6 months	Plan, train for and complete a 3 day, 2 night expedition
Community Cornerstone  Personal Development Cornerstone <b>Expression</b> module <i>depending on the module</i>  New Experiences Cornerstone <b>Special Activity</b> module <i>if applied to training for a leadership position in the unit</i>  <i>Must be spread over six months and reach the required 26 hours</i>	Personal Development Cornerstone <b>Physical</b> module - <i>only 15 weeks can be counted, the additional weeks must be made up with another physical activity</i>  <i>Must be spread over six months and reach the required 26 hours</i>	Personal Development Cornerstone <b>Social and Life Skills Personal Safety &amp; Discovery</b> modules  Personal Development Cornerstone <b>Expression</b> module <i>depending on the module</i>  New Experiences Cornerstone <b>Special Activity</b> module <i>if a standalone activity</i>  <i>Must be spread over six months and reach the required 26 hours</i>	Outdoors Cornerstone <i>If all campcraft modules are completed</i>  <i>It can only be used for the Silver Qualifier if 2 x 3 day trips are included</i>
You must undertake a <b>further</b> six months of appropriate activities in either the Service, Physical or Skills cornerstone			

## Gold (16+ years old)

**FOR VENTURERS:** This table shows how you can achieve your Gold Award alongside your **Gold Venturers** awards and activities:

Service	Physical	Skills	Adventurous Journey	Residential
12 months	12 months	12 months	Plan, train for and complete a 4 day, 3 night expedition	Undertake a shared activity in a residential setting away from home for 5 days, 4 nights
Community Cornerstone  Personal Development Cornerstone <b>Expression</b> module <i>depending on the module</i>  New Experiences Cornerstone <b>Special Activity</b> module <i>if applied to training for a leadership position in the unit</i>  <i>Must be spread over twelve months and reach the required 52 hours</i>	Personal Development Cornerstone <b>Physical</b> module – <i>only 20 weeks can be counted, the additional weeks must be made up with another physical activity</i>  <i>Must be spread over twelve months and reach the required 52 hours</i>	Personal Development Cornerstone <b>Social and Life Skills Personal Safety &amp; Discovery</b> modules  Personal Development Cornerstone <b>Expression</b> module <i>depending on the module</i>  New Experiences Cornerstone <b>Special Activity</b> module <i>if a standalone activity</i>  <i>Must be spread over twelve months and reach the required 52 hours</i>	Outdoors Cornerstone <i>If all campcraft modules are completed</i> <b>AND</b> <i>an approval number has been issued from Duke of Edinburgh's Hillary Award National Office</i>	New Experiences Cornerstone <b>Special Event</b>

**FOR ROVERS:** This table shows how you can achieve your Gold Award alongside your **St Geroge** awards and activities:

Service	Physical	Skills	Expedition	Residential
12 months	12 months	12 months	Plan, train for and complete a 4 day, 3 night expedition	Undertake a shared activity in a residential setting away from home for 5 days and 4 nights
Rover Community Cornerstone "Service" module  <i>Must be spread over twelve months and reach the required 52 hours</i>	Rover Personal Development Cornerstone "Physical Recreation" module  <i>Must be spread over twelve months and reach the required 52 hours</i>	Rover Personal Development Cornerstone "Discovery" module  <i>Must be spread over twelve months and reach the required 52 hours</i>	Rover Outdoor Cornerstone <b>AND</b> <i>an approval number has been issued from Duke of Edinburgh's Hillary Award National Office</i>	Rover New Experiences "National Events"

### Getting started

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- Step 1** Decide which level of the Duke of Edinburgh's Hillary Award programme you would like to do – this will depend on your age, time commitments etc
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- Step 2** Talk to the Award co-ordinator at your club and arrange to register to do your Award programme
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- Step 3** Decide with your Leader what you are doing to do for each section of your Award programme
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- Step 4** Get started! Don't forget to log your progress on ORB, our online record book, and ask your Assessors to sign off each section as you complete them
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- Step 5** Once your Award programme is complete, speak to your Leader or Co-ordinator who will arrange for you to receive your certificate or badge. They can also advise you about starting the next level of the Award if appropriate.
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### Recognition of Prior Activity

**Adventurous Journey** - in the case where a participant has undergone Bushcraft training during their time with Scouting and can be assessed as having a skill set that matches The Duke of Edinburgh's International Award requirements, the Venturer or Rover Leader may sign the training pages as shown below on the understanding that the leader has verified that the skills are current and up to the standard required for the DofEIA Level being undertaken.

**When registering for an Award level for the first time** - any Scout, Venturer or Rover may claim up to three months RPA for activities that accredit to an Award section (in addition to the Adventurous Journey RPA) provided that sufficient proof is sighted by the Award Leader and the Award Leader is comfortable that those activities took place. This could be activity from the previous Scouting level (Scouts, Venturers) and may only be used once at the Award level the Participant begins their Award journey at.

### How long will it take?

The time it will take to complete your programme and achieve an Award is in many ways down to you. The shortest time in which you can complete your Bronze programme is 6 months; your Silver programme, 12 months; and your Gold programme, 12 months. During your programme you'll need to do each activity for an average of an hour a week over this time. Don't forget – you have until your 25<sup>th</sup> birthday to complete any programme and achieve an Award!

### Find out more...

Talk to your Leader to get more information and take a look at <https://www.scouts.org.nz/> and <https://dofehillary.org.nz/>