

Factsheet

Peak Awards



This factsheet provides readers with an overview of peak award components in the Achievement Pathways. It is important that you use this factsheet as an overview and find detailed information about each component in other factsheets, the Program Handbook, Scouts | Terrain and youth member guides.

The peak award is the pinnacle of the Achievement Pathways in each age section, and includes elements of all the other components. It exists to challenge those Scouts who wish to reach the mountain peak and be recognised for their achievements.

There is no requirement for a Scout to have been in a previous section or to have earned their peak award. Scouts can choose at any point during their time in the section that they wish to pursue the peak award, however it is best if they identify this during the early to mid-stages of their journey in the section so that they have enough time to complete all of the elements. For many Scouts who are already actively engaged in the program and exploring the Achievement Pathways for their own interests, especially achieving the Program Essential Milestones through actively Participating, Assisting and Leading in Challenge Area related activities, they will be able to make the decision to stretch themselves to the peak award later.

The minimum requirements are presented in the table below. To earn the peak award, most sections require Scouts to complete six elements:

- Developmental progress in Program Essentials, Outdoor Adventure Skills, and Special Interest Areas
- Adventurous Journey
- A Leadership Course – Personal Development **or** Unit Management
- Personal Reflection

Note: For more information in relation to these requirements and components refer to the Scouts Australia Program Handbook and Scouts | Terrain

A stylized illustration of a mountain peak. The peak is dark grey and brown. A green dashed line outlines the top of the mountain. A white dashed line outlines the base of the mountain. A green dashed line outlines the middle section of the mountain. The text "PEAK AWARD" is written in white capital letters on the peak. The text "OUTDOOR ADVENTURE SKILLS" is written in white capital letters on the middle section. The text "SPECIAL INTEREST" is written in white capital letters on the right side of the middle section. The text "PROGRAM ESSENTIALS" is written in white capital letters at the base of the mountain.

PEAK
AWARD

OUTDOOR
ADVENTURE
SKILLS

SPECIAL
INTEREST

PROGRAM ESSENTIALS

Peak Awards

Section Requirements



Section	Program Essentials	Outdoor Adventure Skills	Special Interest Areas	Adventurous Journey	Personal Development Course
Joey Scouts	Milestone 3 (depending on time in section)	Stage 1 in all three core areas	6 Projects in at least 2 areas Minimum 2 hours duration including Plan> Do> Review>	Participate in and reflect on an adventurous journey of at least 3 hours' duration It is preferred that the Joey Scouts are involved in the planning and reviewing of the journey	
Cub Scouts	Milestone 3 (depending on time in section)	Stage 3 in all three core areas Progress 8 stages during the section or since achieving the Joey Scout Challenge Award (can include advancement of Core skills)	6 Projects in at least 2 areas Minimum 4 hours duration including Plan> Do> Review>	Plan and lead an adventurous journey of at least 4 hours' duration A maximum of two Cub Scouts may plan and lead the journey	1-day Personal Development or Unit Management Course
Scouts	Milestone 3 (depending on time in section)	Stage 5 in all three core areas Progress 10 stages during the section or since achieving the Grey Wolf Award (can include advancement of Core skills)	6 Projects in at least 3 areas Minimum 8 hours duration including Plan> Do> Review>	Plan and lead an adventurous journey of at least 3 days / 2 nights' duration A maximum of two Scouts may plan and lead the journey	Weekend Personal Development or Unit Management Course
Venturer Scouts	Milestone 3 (depending on time in section)	Stage 5 in all three core areas Progress 12 stages during the section or since achieving the Australian Scout Award At least four of these stage progressions must include achievement of Stage 4 or above in any skill area (can include advancement of Core skills, if not previously achieved)	6 Projects in at least 3 areas Minimum 12 hours duration including Plan> Do> Review>	Plan and lead an adventurous journey of at least 4 days / 3 nights' duration A maximum of two Venturer Scouts may plan and lead the journey	Weekend Personal Development or Unit Management Course
Rover Scouts	Milestone 3 (depending on time in section)	Stage 5 in all three core areas Progress 14 stages during the section or since achieving the Venturer Scout Peak Award At least six of these stage progressions must include achievement of Stage 4 or above in any skill area (can include advancement of Core skills, if not previously achieved)	6 Projects in at least 4 areas Minimum 18 hours duration including Plan> Do> Review>	Plan and lead an adventurous journey of at least 4 days / 3 nights' duration Each Rover Scout wishing to complete their Peak Award must plan and lead an Adventurous Journey without sharing the planning load with other Rover Scouts.	30hrs of Personal Development or Unit Management Course/s

All Members, regardless of age section, on completion of components towards the peak award then review their journey through their age section in a Personal Reflection. Guidance for these can be found at pr.scouts.com.au/achievement-pathways/