

## Kings' Scout Award

The King's Scout Award is the top achievement for Explorer Scouts and Scout Network members and comprises a variety of activities to complete. It's closely linked to the Duke of Edinburgh's Gold Award, so it's worth considering working on the two awards together. To gain the award, you must complete all of the following requirements before your 25th birthday.

Since the 1st June 2024, we have made some updates to the King's Scout Award. Please check the information in the Pre. June 2024 requirements section to make sure you are completing the correct requirements based on your age bracket.

Young People who's KSA is approved by UK Headquarters in one calendar year, will be invited to celebrate their award by attending an event held at Windsor Castle in the following calendar year. This National Day of Celebration and Achievement is normally hosted on the Sunday nearest to St George's Day in April. KSA award holders and their invited guests, will join the Chief Scout and others to recognise their achievements in an informal parade around the Quadrangle in the castle grounds. To find out more on the event, please visit [scouts.org.uk/Windsor](https://scouts.org.uk/Windsor)

### How to earn your badge:

#### 1. Award participants must:

- Be aged 16 or older to start the award and complete the award before your 25th birthday
- Be a member of either Explorer Scouts or Scout Network (or a combination of both) for at least 18 months to complete the award
- Be a member of Explorer Scouts or Scout Network at the time you complete the award

This means members can only start working towards and count activities undertaken in achieving the KSA from their 16th Birthday. Activities and nights away completed in achievement of the Chief Scout Platinum and Diamond Awards can be counted towards the KSA.

#### 2. Nights away

Complete 24 nights away as an Explorer Scout or Scout Network member, of which at least 12 must be camping.

Any Scouting nights away can count for this section, whether used in another part of this award, or to count towards the Chief Scout Platinum or Chief Scout Diamond Award.

#### 3. International, community & values (ICV) list

Complete six activities in total, two from each topic area of the ICV activities list. [View the ICV list for the King's Scout Award](#). A minimum of two must be from the KSA ICV list and the others from any of the KSA, or [Chief Scout Platinum](#) or [Diamond ICV lists](#).

If you have completed your Chief Scout's Platinum Award, you will have already done two activities and will only need to do a further four activities.

If you have completed your Chief Scout's Diamond Award, you will have already done four activities and will only need to do a further two activities.

#### 4. Presentation

Make a presentation covering all elements of your award to a suitable audience, with the aim of inspiring and motivating others to achieve the award. The presentation should be the final activity you complete.

The presentation section of the Award can be signed off by one of the following roles:

- Adult volunteers in the District 14 – 24 Team
- Youth Lead
- District, County, Region or Area Lead Volunteer
- District, County, Region or Area Programme Team Member

We'd suggest this is different to the Award Mentor, and we'd recommend inviting a District or County Team member to attend the presentation too.

## **5. Sign-off**

Each requirement needs to be signed off by an assessor. This is someone who can vouch for the activities you have undertaken and provide some basic evidence (a short statement) about your participation. This is often your Explorer Team Leader or your District 14-24 Team Leader.

However, assessors can be anyone who has witnessed the activities you've undertaken for the specific requirement.

Once you have completed all of the above requirements, a relevant person must approve your award as complete by filling out the 'KSA Logbook approval' section of the [KSA Logbook and Completion form](#). Please see the KSA logbook for roles that are able to sign off.

## **Choose 1 of the following options:**

### **1. Hold the Gold Duke of Edinburgh's Award or the Gold Gateway Award**

[Find out more about the Duke of Edinburgh's Award](#)

[Find out more about the Gateway Award](#)

### **2. Complete the King's Scout Award Challenges:**

#### **a. Skill**

Take up a skill for six or 12 months\*, and show progress and lasting interest. The skill can be an existing interest or something entirely new.

#### **b. Physical activity**

Take up a physical activity for six or 12 months\*, completing an agreed programme by taking part and achieving your objectives.

#### **c. Service**

Provide service to an individual or the community for 12 months. Briefing and training should be given in order to gain the necessary skills. This may include helping with another section of the Movement as an Explorer Scout Young Leader or adult volunteer.

#### **d. Expedition**

Undertake training, a practice expedition and a four-day, three-night self-led final expedition, including a project. You should undertake training to show you are ready to do your expedition, a practice expedition and then the final expedition.

The expedition environment chosen must become progressively more challenging through the award levels – environments could include rural, urban, or restricted spaces.

- Training

Before you undertake any expedition you should demonstrate that you are competent in the following areas:

1. First aid (covering First Response as a minimum) and emergency procedures
2. Risk assessment/health and safety
3. Navigation and route planning
4. Camp craft, equipment and hygiene
5. Food and cooking
6. Country, highway and water sports codes
7. Observation, recording and presentation
8. Team building
9. Proficiency in mode of travel

- Practice

Undertake a minimum three-day, two-night (consecutive) self-led expedition in wild country by foot, cycle, horse, canoe, boat or dinghy.

- Final

Undertake a four-day, three-night (consecutive) self-led expedition with an aim. The expedition should be completed in wild country by the same method used in your practice. Expeditions should have a minimum of eight hours of activity per day, of which at least half must be journeying. The final expedition must be undertaken in a different area to the practice with similar conditions, and ideally with the same team of people.

e. Residential

Undertake a five-day, four-night residential project in an unfamiliar setting, using shared accommodation. There should be at least five people in the group, the majority of which are unknown to you. Residential Projects may include training courses, environmental and conservation projects, volunteering or be activity based. The residential could be split into two blocks within 12 months, as long as the same activity is completed.