




TOP SECTION AWARDS: REQUIREMENTS AND TRANSITION

WOULD YOU LIKE TO MAKE A TOP SECTION AWARD PART OF YOUR YOUTHS' PERSONAL JOURNEY ON THE CANADIAN PATH?

Here's how you can do it:

- Help youth participate fully in the Plan-Do-Review cycle for adventures right from their first day in the Section.
- Facilitate adventures where youth can complete stages of the Outdoor Adventure Skills.
- In youths' final year before moving up to the next Section, have a conversation with them and find out if they're interested in pursuing the Top Section Award.
Let your Section Leadership Team and your fellow Scouters know who wants to complete the requirements for the Top Section Award.

Then follow the steps below:

Section	Step One: Review youths' personal progression	Step Two: Achieve the required Outdoor Adventure Skill stages	Step Three: Provide the required hours of community service	Step Four: Complete a meaningful service project	Step Five: Final Review	Presentation of the Award
BEAVER SCOUTS: The North Star Award 	A review is completed with two Section Scouters, and (if possible) should include one youth from an older Section.	5 Outdoor Adventure Skill stages need to be completed, in any combination of skills.	5 Community service hours need to be completed, in Scouting or non-Scouting activities.	The project will usually be completed as a group by the White Tails as part of the Northern Lights Quest. All youth need to participate fully.	A final review of the Award project is completed with White Tail Council and Scouters.	Present the Award at a special ceremony held at the Group level.
CUB SCOUTS: The Seeonee Award 	A review is completed with two Section Scouters, and (if possible) should include one youth from an older Section.	10 Outdoor Adventure Skill stages need to be completed, in any combination of skills.	15 Community service hours need to be completed, in Scouting or non-Scouting activities.	The project may be completed individually, or as part of a team, with the expectation that all Howlers participate fully and share the work.	A final review of the Award project is completed with Howler Council and Scouters	Present the Award at a special ceremony held at the Group or Area level.
SCOUTS: Chief Scout's Award 	A review is completed with a member of the Troop Leadership Team and a Scouter.	18 Outdoor Adventure Skill stages need to be completed, in any combination of skills.	30 Community service hours need to be completed, in Scouting or non-Scouting activities.	The project may be completed individually, or as part of a team, with the expectation that all Scouts participate fully and share the work.	A final review of the Award project is completed with Troop Leadership Team, or its designates.	Present the Award at a special ceremony held at the Council level.



Canadianpath.ca



It starts with Scouts.



TOP SECTION AWARDS: REQUIREMENTS AND TRANSITION




Section	Step One: Review youths' personal progression	Step Two: Achieve the required Outdoor Adventure Skill stages	Step Three: Provide the required hours of community service	Step Four: Complete a meaningful service project	Step Five: Final Review	Presentation of the Award
VENTURER SCOUTS: Queen's Venturer Award 	A review is completed with a member of the Company Leadership Team and a Scouter.	24 Outdoor Adventure Skill stages need to be completed, in any combination of skills.	60 Community service hours need to be completed, in Scouting or non-Scouting activities.	The project may be completed individually, or as part of a team, with the expectation that all Venturers participate fully and share the work.	A final review of the Award project is completed with Company Leadership Team, or its designates.	Present the Award at a special ceremony held at the Council level.
ROVER SCOUTS: Canadian Rover Scout Award 	A review is completed with the mentor and one other member of the Crew.	32 Outdoor Adventure Skill stages need to be completed, in any combination of skills.	80 Community service hours need to be completed, in Scouting or non-Scouting activities.	The project may be completed individually, or as part of a team, with the expectation that all Rovers participate fully and share the work.	A final review of the Award project is completed with the mentor and the Crew (or its designates).	Present the Award at a special ceremony held at the Council level.



TOP SECTION AWARDS: REQUIREMENTS AND TRANSITION

TRANSITION OF TOP SECTION AWARDS ON THE CANADIAN PATH

The following guidelines are used to transition to new Top Section Awards as part of a youth's personal journey within Scouting. Follow the guidelines for the year in which you implement The Canadian Path:






BEAVER SCOUTS	Brown Tails 	Work toward the North Star Award as per Canadian Path
	Blue Tails 	Work toward the North Star Award as per Canadian Path
	White Tails 	Work toward the North Star Award as per Canadian Path A White Tail who does not achieve five Outdoor Adventure Skill stages by the end of the White Tail year, but who has put in effort to earn as many stages as possible, can be awarded The North Star Award.

Canadianpath.ca



It starts with Scouts.

TOP SECTION AWARDS: REQUIREMENTS AND TRANSITION

CUB SCOUTS	Runners 	Work toward the Seeonee Award as per Canadian Path
	Trackers 	Work toward the Seeonee Award as per Canadian Path Adaptations listed as part of Howler year apply, if needed
	Howlers 	Work toward the Seeonee Award as per Canadian Path A youth who does not achieve 10 Outdoor Adventure Skill stages by the end of the Howler year, but who has put in effort to earn as many stages as possible, can be awarded the Seeonee Award.
SCOUTS	Pioneers 	Work toward the Chief Scout's Award as per Canadian Path
	Voyageurs 	Work toward the Chief Scout's Award as per Canadian Path






Canadianpath.ca



It starts with Scouts.



TOP SECTION AWARDS: REQUIREMENTS AND TRANSITION

SCOUTS	Pathfinder 	Work toward the Chief Scout's Award as per Canadian Path Adaptations listed as part of 4th year apply, if needed.
	Trailblazer 	Work toward the Chief Scout's Award as per Canadian Path Work previously done toward CSA under old system is reviewed and acknowledged as part of Step One: Review of Personal Progression. A youth who does not achieve 18 Outdoor Adventure Skill stages by the end of the 4th year but who has put in effort to earn as many stages as possible can be awarded the Chief Scout's Award.
VENTURER SCOUTS	Trailhead 	Work toward the Queen's Venturer Award as per Canadian Path
	Tree Line 	Work toward the Queen's Venturer Award as per Canadian Path Adaptations listed as part of 3rd year apply, if needed.
	Snow Line 	Work toward the Queen's Venturer Award as per Canadian Path, with adaptations made to the number of Outdoor Adventure Skills as agreed upon between Venturer and Company Leadership Team. Work previously done toward the QVA under the old system is included as part reviewing a Venturer's Personal Progression.

Canadianpath.ca



It starts with Scouts.



TOP SECTION AWARDS: REQUIREMENTS AND TRANSITION

ROVER SCOUTS



All years but final

Work toward the Canadian Rover Scout Award as per Canadian Path

Final year

Work toward the Canadian Rover Scout Award as per Canadian Path, with adaptations made to the number of Outdoor Adventure Skills as agreed upon between Rover, mentor and Crew Leadership Team.

Canadianpath.ca



It starts with Scouts.

