

Chief Scout's Platinum Award



Age	14+ (only activities from 14 onward will count)
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Time in Explorers	Six months
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Nights Away	Six – four of these must be camping - the nights can't be used for any other part of this award
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International Community Values	Two from the list - must be in different categories
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Scout Challenges	Take up a new skill for three months	Must complete an extra three months in one of these	Or Complete Bronze DofE
	Take up a physical activity for three months		
	Provide service to the community or an individual for three months		
	Complete a two-day, one-night expedition		

Chief Scout's Diamond Award



Age	15+ (only activities from 15 onward will count, unless you used them to complete the Platinum Award)		
Time in Explorers	Twelve months (including time counted for Platinum)		
Nights Away	Twelve – eight of these must be camping - the nights can't be used for any other part of this award – nights used for Platinum Award Nights Away can be counted		
International Community Values	Four from the list – must include all three categories – ICVs from the Platinum Award are included in this		
Scout Challenges	Take up a new skill for three months	Must complete an extra three months in one of these	Or Complete Silver DofE
	Take up a physical activity for three months		
	Provide service to the community or an individual for six months		
	Complete a three-day, two-night expedition		

Queen's Scout Award



Age	16+ (only activities from 16 onward will count, unless you used them to complete the Platinum/Diamond Awards) – must complete before 25!		
Time in Explorers	Eighteen months in Explorers and Network (including time counted for Platinum/Diamond)		
Nights Away	Eighteen – twelve of these must be camping - the nights can't be used for any other part of this award – nights used for Platinum/Diamond Award Nights Away can be counted		
International Community Values	Six from the list – two from each category – ICVs from the Platinum and Diamond Award are included in this		(Two from the QSA list, remaining four from QSA, Diamond, and Platinum lists)
Scout Challenges	Take up a new skill for six months Take up a physical activity for six months	Must complete an extra six months in one of these	Or Complete Gold DofE
	Provide service to the community or an individual for twelve months Complete a four-day, three-night expedition Take part in a five-day, four-night residential experience		
Present	Tell others about your Queen's Scout experience, and hopefully inspire them to take on the challenge!		