

The Duke of Edinburgh's International Award Bermuda Adventurous Journey Route Card



TEAM GOAL: Name of D of E Group:													
				TEAM GROUP Members:									
Date: MM/DD/YY											Approved Award (Centre:	
Setting out Time:													
		PLACE	General	Dista	istance in		Estimated		Estimated	Day #	Group LEADER		
		FLACE	direction of bearing		km miles	for journeying	time of arrival	for leg	time of departure		Tel No:		
START						In minutes					Email:		
ST/										Brief details of route	to be followed		Emergency Location
(a)		(b)	(c)		(d)	(e)	(f)	(g)	(h)		(i)		(j)
1	то												
2	то												
3	то												
4	то												
5	то												
6	то												
7	то												
8	то												
Hours of Purposeful Effort Bronze – 6 hours, Silver – 7 hours and Gold – 8 hours per day which can include campcraft (pitching and taking down tents) & cooking			er T	Totals:				Supervisor's Name and Tel No:					

		PURPOSEFUL TEAM ACTIVITY PLAN List activity details & time that is used towards your team SMART goal – WHAT & HOW?	MEAL PLAN List meal items for each day and who is responsible for each item	EQUIPMENT LIST List each GROUP equipment item and who is responsible for each item	
LEG	TASK	ACTIVITY DETAILS	is responsible for each term		
1			BREAKFAST:	(Please check all equipment prior to journey)	
2					
3			LUNCH:		
4					
5			<u>DINNER</u> :		
6					
7			SNACKS:		
8					

Route Card – Notes on completion

- Both sides of the Adventurous Journey Route Cards MUST be completed for each day of your journey.
- Groups should consist of between 4 to 7 members.
- For each leg involving journeying enter route details in columns (b) to (j).
- When non-journeying TEAM GOAL activity is planned at the break between legs enter the estimated time required to complete the activity in column (g), complete column (h) and enter brief details of the activity in column (i).
- Complete column (j) to write a specific location in the event of an emergency so that the supervisor, assessor or emergency personnel can go directly to that location