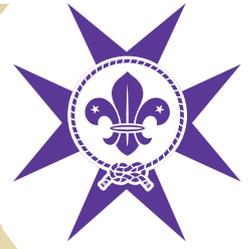


**VENTURE
UNIT**
Training
Programme



the journey

THE OLYMPIAN AWARD

Nothing is
impossible,
except putting
the tooth paste
back in the tube.

Robert Baden Powell

The Award Scheme

The Award Scheme is designed for you, the Venture Scout. It is aimed at widening your interests and knowledge. Its purpose is to assist you in planning for a balanced programme, based on the Aim and Methods of Scouting, allowing concepts of fun, variety and personal development. It is intended to be a challenge and is a system for encouraging people to have a go at a wide range of activities.



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Aims

- To identify, develop and utilise the leadership potential within each individual;
- To enhance the positive qualities within its members; upstanding and outstanding members of society who will in turn set an example for those around them;
- To give members the opportunity to discover new and exciting skills and to develop their personal potential to the limits.

Our aim is to develop grown-ups into leaders by giving them the know-how and the experience required to build a solid foundation for a successful future.

The Essence of Scouting

At the core of Scouting is adventure (indeed, it always has been). It is our Movement's personality, its very heart and soul. We believe that through adventure, we challenge individuals so that they learn and experience new things that will enrich their lives.

We are not only talking about extreme adventure. The adventure that Scouting offers is the chance to experience something different and the opportunity to challenge oneself. Through Scouting, we might have the opportunity to attempt dozens of different activities. Some have been part of our programme for years, such as abseiling, climbing, canoeing, camping, hiking or sailing.

But adventure does not have to be about expensive activities. Lighting a fire, cooking a meal, spending a night in a bivouac, cycling a trail or walking through the night until the sun rises are all amazing adventures for young people. It is an adventure to lead a team on an incident hike and be able to pass on a new skill.

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We must
change boys
from a
'what can I get'
to a
'what can I give'
attitude.

Robert Baden Powell

There are plenty of organisations that will happily give young people the chance to try any number of activities, but in Scouting it is not just about activities for their own sake. These activities are part of our Scout Method. Young people learn to enjoy what they do, to make choices, to feel part of a team, to value the outdoors, to increasingly take responsibility for others and to live out their Promise.

Some people's views will be rather out of date. They will remember that – "Scouts tie knots, wear shorts, sing Ging-Gang-Goolie and that you don't see so many around these days...". This is far from the truth. It is up to each one of us to portray a positive image of Scouting and what it truly is.

Through this programme, you will experience growth in different areas of development. This is what makes our programme a balanced one.

By balanced we mean development in the following areas:

- Social
- Physical Development
- Intellectual
- Creativity (Character)
- Emotional
- Spiritual

Through the Scout Method, with its special partnership between adults and young people, we can significantly contribute to one's development, helping each other along the road to fulfil the physical, intellectual, social and spiritual potential.

Methods

The Venturing methods listed below have been carefully designed to meet the needs of young adults.

- **LEADERSHIP.** All Ventures are given opportunities to learn and apply proven leadership skills. A Venturing crew is led by elected crew officers (The Unit Executive).
- **GROUP ACTIVITIES.** Venturing activities are interdependent group experiences in which success is dependent on the cooperation of all. Learning by “doing” in a group setting provides opportunities for developing new skills.
- **RECOGNITION.** Recognition comes through the venture programme and through the acknowledgement of a youth’s competence and ability by peers and adults.
- **THE IDEALS.** Ventures are expected to know and live by the Promise and Law.
- **HIGH ADVENTURE.** Venturing emphasis on high adventure helps provide team-building opportunities, new meaningful experiences, practical leadership application, and lifelong memories for young adults.
- **TEACHING OTHERS.** Many of the tasks require Ventures to teach what they have learnt to others. Through teaching others, Ventures are better able to retain the skill or knowledge taught, they gain confidence in their ability to speak in public and relate to others. They acquire skills that can prove beneficial for them for the rest of their lives either as a hobby or through life experience.

In Scouting,
a boy is encouraged
to educate himself
instead of
being instructed.

Robert Baden Powell

The Scouting Method

Having a proper Symbolic Framework is an essential part of the Scout Method. Each Mission within this Programme is meant to cover different aspects of the Scouting Values and Stages of Development in order to improve the skills and values of the Venture Scout. A considerable importance is given to learning by doing, working in and leading a team and exploring nature in the Scouting Way.

The Framework

GREEK MYTHOLOGY – WHAT DOES IT MEAN?

Greek mythology refers to the myths and tales of the ancient Greeks. These legends and myths pertain to gods, the nature and their heroes. It is also a brief on the origin and significance of Greek myth, and the various practices that were followed by them.

Greek mythology also throws light on the origin of the world. It also has various accounts of the lives of many different gods, goddesses and mythological characters. Originally, the Greek mythology was in the poetic form, which has now been converted into literary forms. It can also be found in the form of vase paintings and votive gifts.

Greek mythology can also be termed as a refined form of the narratives that the Greeks recited during festivals and at banquets. Though there are many contradictions that can be found to these narratives, they also add to the fun.

Greek mythology speaks about the age of gods, the age of god and men in harmony, and an age of heroes, where the presence of gods had become limited.

The Greek mythology is an essential part of Greek history, and also a part of religion for the Greeks. The Greeks took inspiration from this mythology to talk about natural phenomenon, traditional rivalry and friendship, different cultures and they also found great pride in finding out about one's ancestor, be it a mythological hero or god.

WHY WAS THIS FRAMEWORK CHOSEN?

The journey of the young Scout in the Venture Unit is not an easy one. It is the time when we have loads of decisions to make, face exams, choose between friends, decide on our future and loads of experience to undertake. Our life is a journey and during these crucial years many of us feel that life is sometimes unfair and difficult.

"Greek mythology speaks about the age of gods, the age of god and men in harmony, and an age of heroes, where the presence of gods had become limited". In our daily lives, we encounter many forms of gods being alcohol, smoking, drugs, sex etc. We might forget the true god as many other "important" aspects are being presented in our lives. We tend to also forget about true friendship and many a times our priorities get confused and mixed up. We limit our time for important things/people but spend a lot on other less important things.

As Baden-Powell said: "In Scouting you are combating the brooding of selfishness." Our society is becoming more and more self-centric; individualistic. We as Scouts have the power to change this and we can be the difference B-P envisioned the movement to be, hence CREATING A BETTER WORLD.

As the Venture Scout Motto states – LOOK WIDE – meaning think outside of the box and explore all possibilities. Do not limit yourself to what you know, but always strive to learning things you don't know, to accept challenges which might seem boring or difficult, take over new responsibilities.

How is the Programme Designed?

The Journey was chosen to give you challenges and assist you in your daily life decision. Through Scouting we feel that a lot of decisions and positive attitudes can be achieved even if sometimes we feel we are climbing a steep hill. Mount Olympus is our challenge. We need to work together as a team and sometimes even on our own to climb and overcome these challenges.

During this journey you have to complete and choose different tasks. The Olympian Award is composed of Theseus and 6 missions. These missions are based around areas of development and interests which are characteristic of these particular gods. The Venture Scout needs to achieve all the Missions in order to finally achieve the Olympian Award.

**VENTURE
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The Programme at a glance

The Venture Programme is split into seven (7) missions. Each mission is named after a Greek god depending on particular characteristics as listed below. Each mission has a number of tasks and each task carries a number of points depending on the level of commitment. The Venture Scout has to gain 520 points (excluding Theseus which carries no points) in total to achieve the full Venture Programme. This means that two out of six missions are achieved when a total of 60 points are collected.



THESEUS - THE DEMI-GOD - A UNIFYING KING LIVING IN ACROPOLIS

Theseus is the Link Badge and the first badge to be achieved within this programme. Every Venture must achieve this mission in order to be able to continue the path through the journey. This badge incorporates the basic scouting skills which are of importance and also give an insight on what is venturing and the programme. A venture who is of 14 ½ yrs can start working on this mission.



ATHENA - GOD OF WISDOM, COURAGE, INSPIRATION, JUSTICE AND STRATEGY

Intellectual Knowledge
and Leadership
Improvement



POSEIDON - GOD OF THE SEA, RIVERS AND EARTHQUAKES

Expeditions and
Travelling



DEMETER - GOD OF THE EARTH, AGRICULTURE, HARVESTS, FORESTS

Environment
Awareness



APOLLO - GOD OF LIGHT, SUN, TRUTH, MUSIC AND POETRY

Social &
Community
development



HADES - GOD OF THE UNDERWORLD, THE DEAD AND HIDDEN WEALTH OF THE EARTH

Spiritual, Diversity
and Integration



HERMES - GOD OF MESSENGERS, COMMERCE, TRAVELLERS, AND SPORTS/ATHLETICS

Physical
Improvement

**VENTURE
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The Olympian Award – The Final Mission

The Olympian Award is the final award a Venture can achieve. This award can be achieved by completing all the missions within the Venture Programme, meaning achieving the full 600 points. The Olympian Award can be worn on the Uniform until a venture gains his first Leadership role.

Flexibility of the Missions

Each Mission is designed to take a maximum of 6 months to complete. Each mission carries 100 points however, keeping in mind that the venturing period is a difficult one due to school commitment, two of these missions can be chosen to carry 60 points.

Therefore during exam periods, one can still progress with the programme even if they don't have as much time to dedicate to the unit as before.

The point system has been adapted for tasks to give appropriate weighting to different activities and responsibilities. Each task carries different amount of points depending on the skill, time and commitment needed to complete it. Using the point system the programme can offer a more holistic approach to the Unit and offers Venture Scouts the opportunity to tailor the programme to suit own achievements according to own liking. This gives the flexibility to carry out very demanding and adventurous tasks or carry out a number of smaller tasks across the whole 6 month period.





Summary

- Theseus is to be achieved between **14 ½ yrs** till **15 yrs**.
- The Venture Programme must be completed up till the age of **18 yrs**.
- The Missions are **not in sequential order** and **cannot be attempted simultaneously**.
- A mission can be attempted on an individual basis or through **teamwork**. The latter is the preferred option.
- To achieve the full programme, you must gain **520 points** (4 missions x 100points; 2 missions x 60 points).
- To achieve the Olympian Award you must gain the full **600 points**.
- The suggested time allocation for each mission is **approx. 6 months**.
- Points for each Requirement are based on Commitment, Initiative, Skill and The Learning Element.
- On completion of each requirement, a review is to be completed. It could be a simple discussion with the respective leader, a short written review, a pictorial or video presentation to the Unit etc.

THE INTERNATIONAL AWARD
FOR YOUNG PEOPLE
MALTA



The International Award

The International Award for Young People – Malta (formerly known as the President's Award Scheme [PAS]) is an award which you can work out in parallel to the Venture Programme. The Award has four sections designed to provide a balanced programme of personal development.

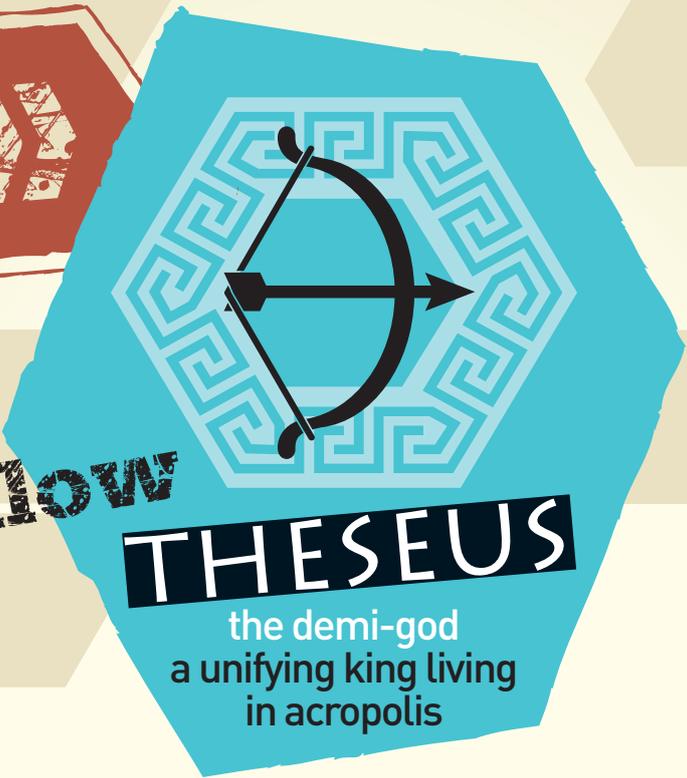
These sections are as follows:

- **Service:** which aims to understand the value of giving service to others and the community.
- **Skills:** which encourages the development of personal interests, creativity or practical skills.
- **Physical Recreation:** which encourages participation in sport and other physical recreation for the improvement of health and fitness.
- **Adventurous Journey:** which encourages a spirit of adventure and discovery whilst undertaking a journey in a group.
- **Residential Project:** broadens a young person's experience through involvement with others unknown to them in a residential setting. This requirement must be completed when doing the Gold Level.

The minimum starting ages for each level are:

- Bronze – 14yrs
- Silver – 15yrs
- Gold – 16 yrs

We suggest that you start from the Silver level and work your way through the Gold Level. Also, for easy reference, we have tagged requirements which are relevant to both programmes so you can have a clear path on how to achieve both awards. Obviously, working for both awards will need dedication, good planning and determination.



Follow

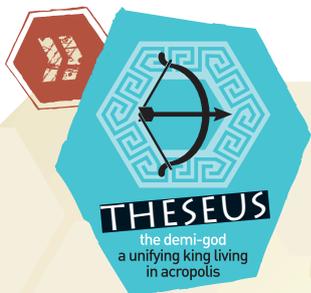
THESEUS

the demi-god
a unifying king living
in acropolis



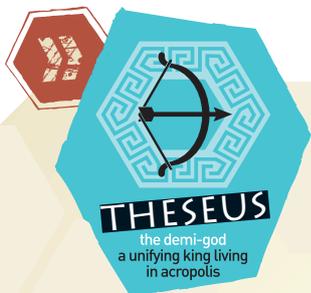
start the Journey here >>

**VENTURE
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My mountain says
“Look wider;
look higher;
look further ahead,
and a way
will be seen.”

Robert Baden Powell



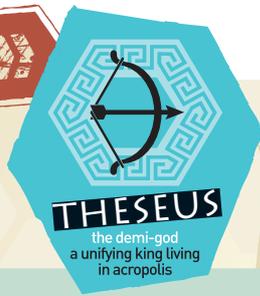
Profile

The story of Theseus is one of the most famous tales of Greek mythology. Indeed, Theseus is one of the best examples of a Greek hero. Not only does he use cunning and strength to kill the Minotaur, but he also works to reunite his family and his kingdom. He goes on to become a monarch who serves his people well. This myth also illuminates the perception that Athens was, in its day, the most respected and just land. The government of justice that Theseus oversaw became an idealized model for Greek and Roman culture throughout history.

Aim

Theseus is the Link Badge and the first badge to be achieved from the Venture Award Programme. Every Venture has to achieve this badge prior to start working on the rest of the Programme. This badge incorporates the basic scouting skills which need to be known in the Venture Section.

- For those coming "from the street" this mission is split in two parts; first to learn scouting skills and secondly to understand the Venture Programme.
- For those members who are moving on from the troop: to have a better understanding of what it means to be a venture scout.



FROM THE TROOP

FROM THE STREET

NEW MEMBER FROM OUTSIDE – SKILLS

- Scout Promise
- Scout Law
- Tents
- Plan a menu
- Knife and axe
- Mapping
- Knotting
- Highway code
- Fire
- Plan a Hike

COMPLETING THE LINK BADGE FOR THE VENTURE UNIT IS SIMPLE. YOU JUST NEED TO CHOOSE FIVE CHALLENGES FROM THE ONES BELOW IN ORDER TO COLLECT A TOTAL OF 100 POINTS. WHEN THE CHALLENGES ARE CHOSEN JUST TICK THE WHITE HEXAGON. REMEMBER, THIS SECTION NEEDS TO BE COMPLETED IN UP TO A MAXIMUM OF 6 MONTHS BEFORE YOU OFFICIALLY JOIN THE VENTURE SECTION.

- Organise a Crossover Ceremony.
- Complete the First Aid/Lifesaving/ Fire Safety Course appropriate for your age.
- Think of a creative way to leave your mark within the Troop.
- Exchange TWO Local Scarves and ONE National Scarf with foreign Scouts.
- Organise an adventurous joint activity with the Ventures (abseiling, canoeing etc.) (This can be done with other Sections in your Group or with a different Scout Group.).
- Achieve TWO Mastery Badges.
- Organise a Troop Meeting or Activity.
- Design and take part in making a large creative pioneering project.
- Achieve the Bronze Award of The Duke of Edinburgh's International Award.
- Organise an interactive session on traditional Scouting skills for the Beaver/Cub Section.
- Organise or actively take part in an activity for diversity and inclusion.
- Assist the Group Quartermaster/ Maintenance Team in a restoration project on equipment.
- Think of a creative way to guide other Scouts in achieving the Mountain Boots Badge.
- Attend a national/international event, excluding the Annual Parade and JOTA/JOTI. (This can be done in up to 1 year before you join the Unit.).
- Organise an event symbolising the completion of The Mountaineer Award.

VENTURE UNIT

BEFORE OFFICIALLY BECOMING A VENTURE SCOUT

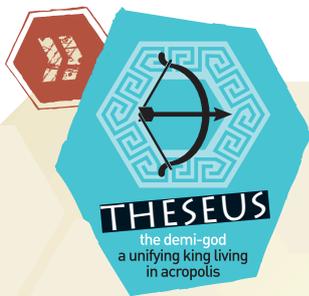
- Understanding the Award Scheme, The Executive & The Unit
- Plan and undertake a 20 km Expedition with your Unit Members
- Strengthening my weaknesses
- My role as a Venture
- How the unit perceives me
- Attend a Weekend Camp with the Unit (3 days /2 nights)

Formal Request to Executive to join the unit >>

Joining the Venture Unit is not an "automatic" process. The way the Unit operates is different from the Troop or the Pack. During your Link Badge period, you have worked closely with other ventures and by now you should have understood that commitment and dedication are of utmost importance for the success of the venture unit. Therefore, once you feel ready (and have completed the Link Badge requirements), you have to formally request the Venture Executive about your intention to join the unit. This will mean that YOU will be doing your best to be an active and responsible venture.

VENTURE UNIT

Training Programme



Plan a 20 km Expedition

THIS CAN BE DEEMED AS THE TRIAL JOURNEY FOR THE INTERNATIONAL AWARD.

EXPEDITIONS

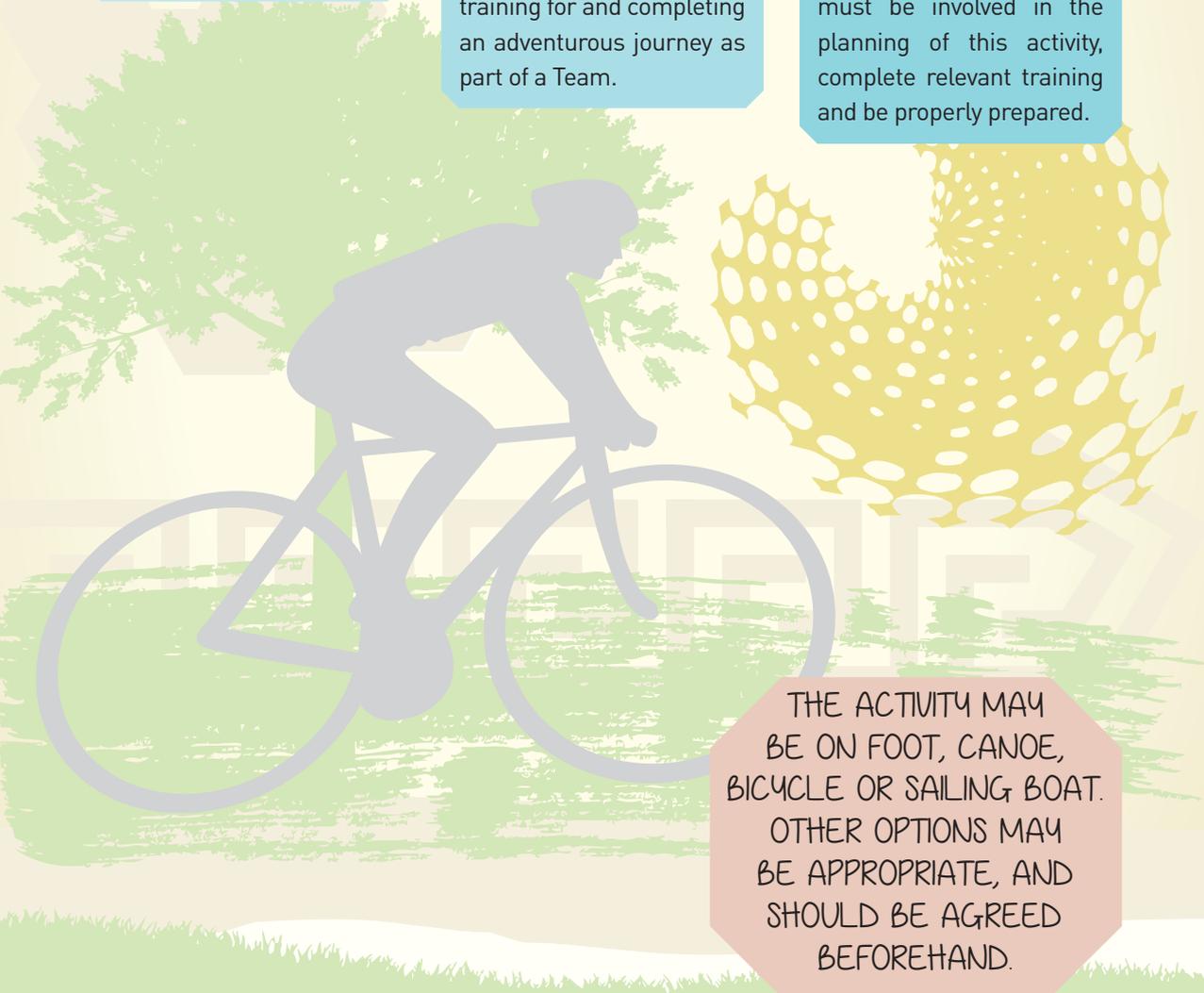
These are a combination of journeying and project work, with journeying as their principle component.

AIM

To inspire young people to develop initiative and a spirit of adventure and discovery, by planning, training for and completing an adventurous journey as part of a Team.

METHOD

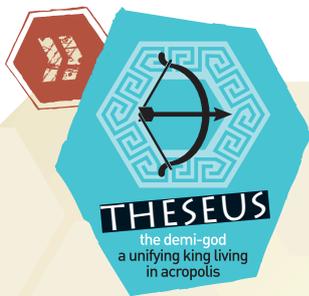
The activity should be over two days (including a night away) with at least three other Venture Scouts. You must be involved in the planning of this activity, complete relevant training and be properly prepared.



THE ACTIVITY MAY BE ON FOOT, CANOE, BICYCLE OR SAILING BOAT. OTHER OPTIONS MAY BE APPROPRIATE, AND SHOULD BE AGREED BEFOREHAND.

**VENTURE
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Training
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Complete the activities in one of the following two areas:

AREA 1 - EXPEDITION: A JOURNEY WITH A PURPOSE

DURING THE EXPEDITION:

- Be a team player and participate fully
- Journey for at least five hours each day.
- Use a map to keep track of where you are.
- Keep an updated route card and log.
- Camp overnight at a suitable site.
- Cook the evening meal and breakfast.
- Achieve at least one goal, agreed with your Leader before the expedition.

PURPOSE:

To further develop your skills; to go on a historical/environmental track; to explore unknown territory.

AREA 2 - EXPLORATION: A PURPOSE WITH A JOURNEY

You must have completed some initial research into the subject to be investigated. The challenge should take place somewhere you have never been before or don't know well.

DURING THE EXPLORATION:

- Be a team player and participate fully
- Travel for at least 90 minutes to a hostel, campsite or other suitable venue.
- Use a map to keep track of where you are.
- Keep an updated route card and log.
- Conduct the exploration within an agreed area (discussed with a leader in advance) collecting evidence and information for the report or presentation.
- Camp overnight and cook the evening meal and breakfast.
- Complete the exploration before returning home.
- Have the report or presentation ready within four weeks of the exploration.

PURPOSE:

To investigate and report back. The investigation could be anything from an investigation into bird life to visiting museums in a town.



What Are Your Personal Strengths and Weaknesses?

Do you know your personal strengths and weaknesses? A simple question but what would you answer? Can you name your biggest personal strengths instantly?

WHY IT'S GOOD TO KNOW YOUR BIGGEST PERSONAL STRENGTHS

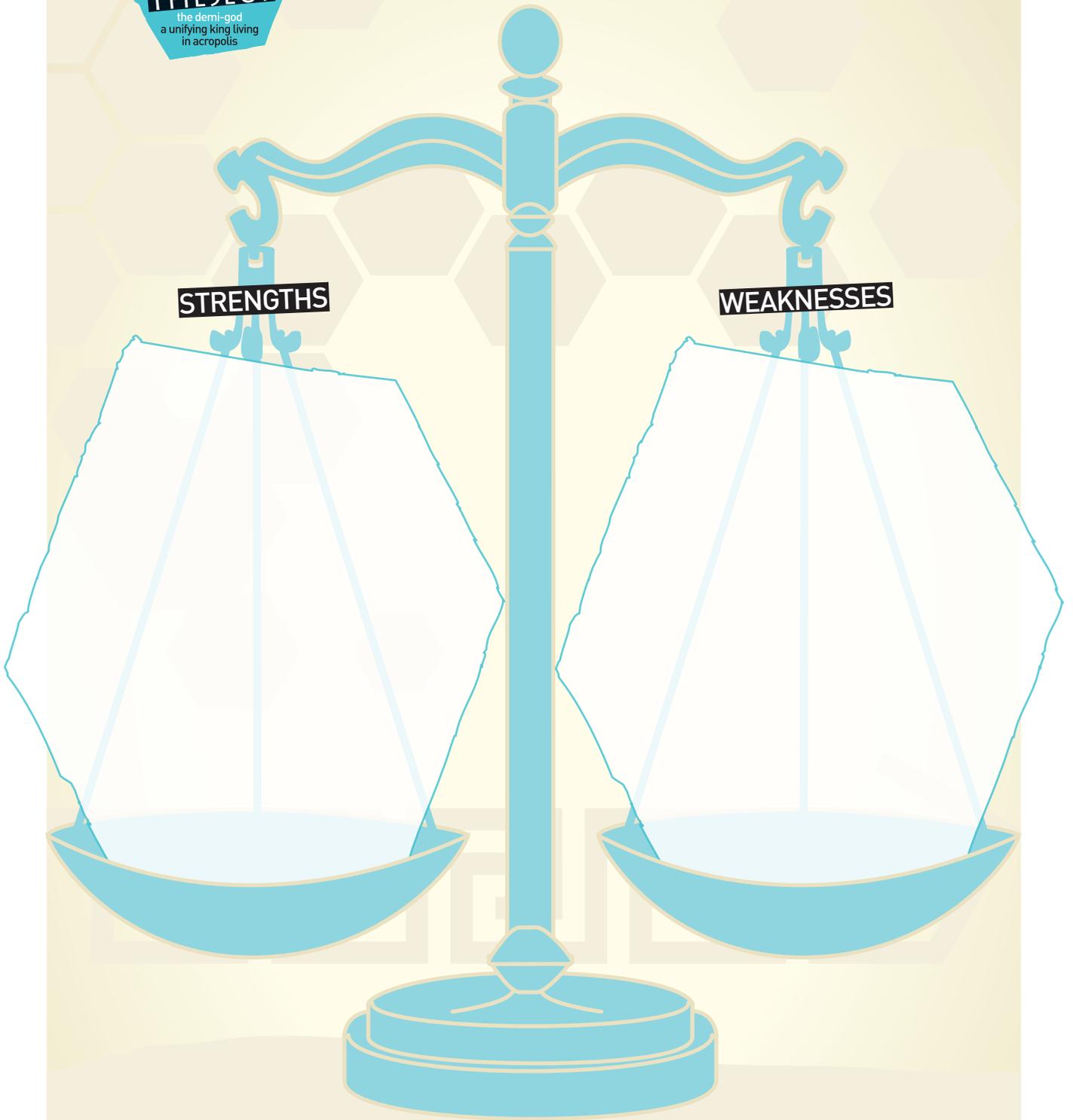
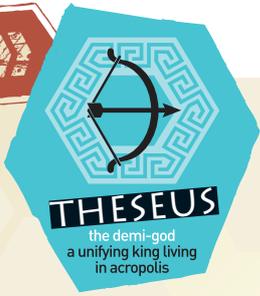
Knowing your personal strengths and weaknesses can help you a lot in making *good decisions*. If you are able to focus what you do around your personal strengths, you have the opportunity to create something remarkable, while making it look almost effortless.

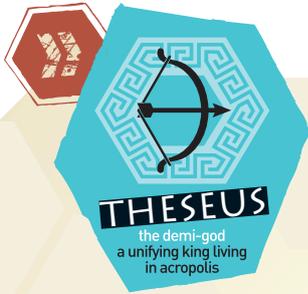
So your biggest strength is what comes easy to you – and probably is not so easy for everyone else. This is **what you do best** and where your real talents lie. If you want to have a *comfortable life* you should *focus on* using those strengths to the fullest, because that's where you have a competitive advantage and where you can create the most value for other people.

Equally important to knowing your personal strengths, is to know your personal weaknesses. Those are attributes that you have a hard time when carrying them out. Everybody has weaknesses. It's only natural, humans are not perfect. So don't be embarrassed to look into your weaknesses. It will help you to improve yourself to recognize them.

So take some time to reflect and list down your strengths and weaknesses. We encourage you to keep on looking at this list and re-evaluate yourself from time to time and note what weaknesses you have turned into strengths.

For further reading, please refer to the document **"What Are Your Personal Strengths and Weaknesses?"**.





My Role as a Venture Scout

Becoming a Venture Scout brings further commitment and responsibilities and these responsibilities do not stop within your Venture Scout Unit but they also extend to the Group and even towards your community.

Take some time to list down what you will be contributing to the:

IN THE UNIT

IN THE GROUP

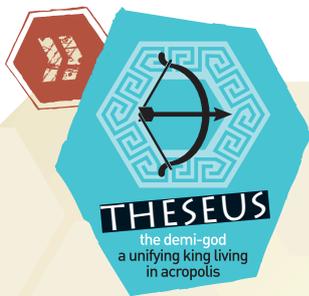
IN THE COMMUNITY

To further understand your role, please download and read the booklet entitled: **“The Venture Scout”**. This can be downloaded from Scout Keeper, Downloads Section, Venture Scouts section.

We also suggest further reading:

- The Venture Scout Unit
- The Unit Executive
- Programme Planning





How Am I Being Perceived?

It's fair to say that we don't constantly walk around with a full length mirror in front of us to check our behaviour. We are not that aware of the signals we are giving off or what behaviours we are subconsciously demonstrating.

Behaviour is very deep rooted. It is driven by values, beliefs, motivation and attitude as well as our individual personality type. Because it is so deep rooted, we don't look at our own behaviour in the same ways other will.

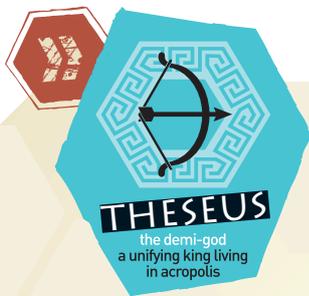
The trouble is, because our behaviour is so deep rooted, and we have lived with it for so long, we think that the way we behave is absolutely correct. But, more often enough it's not what we think about our behaviour, it's the impact that it has on others which is more often enough the issue.

For example, we may think that we are being confident, but other people may look at that behaviour and think it's arrogance, others might think it's aggressive. We just don't know what the impact is on other people.

When we look at other people's behaviour, it is exactly the same. They are not always that aware of the behaviour they are demonstrating, but it's the way they behave and the way that it impacts on us that causes the reaction that we might have on them. We use this to choose the way we respond to them.

We don't know what is driving the behaviour. What we see on the outside could well be very different to what is happening on the inside. We can use the analogy of a swan on a lake. The part we see is the swan gliding through the water, it's almost regal. But, underneath is a very different story. The swan is paddling like mad to keep itself moving. We only see what's on the surface and because of this, we believe that is what is going on.

Perception is a funny thing. By using our insight, when we meet someone for the first time we immediately build a picture of the type of person s/he is and how best to interact with them.



So, how can you become more aware of your behaviour and how others perceive you?

ENGAGE YOUR BRAIN

Before you respond or react to a person or a situation stop for a couple of seconds, regardless of the way they are acting and behaving. Say to yourself 'You choose to behave like that, I choose to behave like this'. This will give you the time to engage your brain and consider the way you should respond rather than using a gut based or unconscious reaction.

ASK FOR FEEDBACK

If possible ask those close to you for feedback about the way they perceive your behaviour. Don't be embarrassed to do this or worried about the feedback you will receive. How can you change your behaviour if you don't know what to change?

TAKE A PERSONALITY TYPE QUESTIONNAIRE

If you would rather not ask for the opinion of others then you could get some guidance by taking some form of personality profiling questionnaire. These questionnaires are a great way of getting feedback about yourself without the need for asking others.

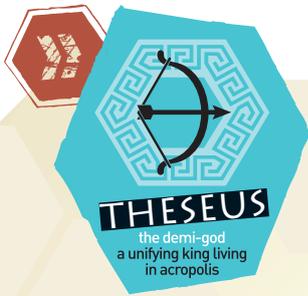
PLAN TRICKY DISCUSSIONS IN ADVANCE

If you are about to have a conversation with someone who has a particularly difficult character for you to deal with, then be sure to plan it in advance. Plan what you are going to say rather than do it all off the cuff.

BE ASSERTIVE, ASK QUESTIONS, GET TO KNOW PEOPLE

Don't let your gut reactions or biases drive away the possibility of sharing a good friendship with others. Don't judge, instead ask questions and get to know more about the person. Keep an open mind and gather as much information about your acquaintances as possible, then choose how best to deal or interact with them.

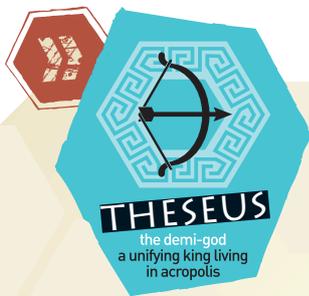
THERE'S NO NEED TO BE PARANOID ABOUT YOUR BEHAVIOUR, BUT BEING A LITTLE MORE AWARE OF HOW YOU ACT/ REACT CAN GO A LONG WAY TO BUILDING LONG TERM AND STRONG RELATIONSHIPS WITH OTHERS.



Take the Personality Test and afterwards discuss your score together with other Venture Scouts in your Unit. Followed by the questions below:

1. What have you learnt from this exercise?
2. As you learn the results of everyone's test, what have you discovered about the group?
3. Why do you think people are so different?
4. Most people have a habit of making fun of, or picking on others who are different from them. Why is that?
5. There are probably a number of things that you have in common with the others. Can you name a few?
6. What is it that keeps you from recognizing the good in people on a daily basis?





Personality Test

1. When do you feel that you are at your best?

- a. in the morning
- b. during the afternoon and early evening
- c. late at night

2. You usually walk...

- a. fairly fast, with long steps
- b. fairly fast, with little steps
- c. less fast head up, looking the world in the face
- d. less fast, head down
- e. very slowly

3. When talking to people you...

- a. stand with your arms folded
- b. have your hands clasped
- c. have one or both your hands on your hips
- d. touch or push the person to whom you are talking
- e. play with your ear, touch your chin, or smooth your hair

4. When relaxing, you sit with...

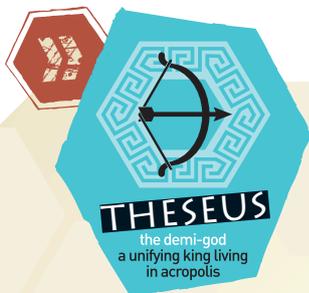
- a. your knees bent with your legs neatly side by side
- b. your legs crossed
- c. your legs stretched out or straight
- d. one leg curled under you

5. When something really amuses you, you react with...

- a. big appreciative laugh
- b. a laugh, but not a loud one
- c. a quiet chuckle
- d. a sheepish smile

6. When you go to a party or social gathering you...

- a. make a loud entrance so everyone notices you
- b. make a quiet entrance, looking around for someone you know
- c. make the quietest entrance, trying to stay unnoticed



7. You're working very hard, concentrating hard, and you're interrupted...

- a. you welcome the break
- b. feel extremely irritated
- c. vary between these two extremes

8. Which of the following colours do you like most?

- a. Red or orange
- b. Black
- c. Yellow or light blue
- d. Green
- e. Dark blue or purple
- f. White
- g. Brown or gray

9. When you're in bed at night, the last few moments before going to sleep you are...

- a. stretched out on your back
- b. stretched out face down on your stomach
- c. on your side, slightly curled
- d. with your head on one arm
- e. with your head under the covers

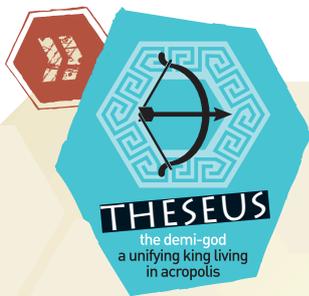
10. You often dream that you are...

- a. falling
- b. fighting or struggling
- c. searching for something or somebody
- d. flying or floating
- e. you usually have dreamless sleep
- f. your dreams are always pleasant

SCORING:

- 1. (a)2 (b)4 (c)6
- 2. (a)6 (b)4 (c)7 (d)2 (e)1
- 3. (a)4 (b)2 (c)5 (d)7 (e)6
- 4. (a)4 (b)6 (c)2 (d)1
- 5. (a)6 (b)4 (c)3 (d)5 (e)2
- 6. (a)6 (b)4 (c)2
- 7. (a)6 (b)2 (c)4
- 8. (a)6 (b)7 (c)5 (d)4 (e)3 (f)2 (g)1
- 9. (a)7 (b)6 (c)4 (d)2 (e)1
- 10. (a)4 (b)2 (c)3 (d)5 (e)6 (f)1

Now add up the total number of points.



Analysis

OVER 60 POINTS: Others see you as someone they should “handle with care.” You’re seen as vain, self-centred, and who is extremely dominant. Others may admire you, wishing they could be more like you, but don’t always trust you, hesitating to become too deeply involved with you.

51 TO 60 POINTS: Others see you as an exciting, highly volatile, rather impulsive personality; a natural leader, who’s quick to make decisions, though not always the right ones. They see you as bold and adventurous, someone who will try anything once; someone who takes chances and enjoys an adventure. They enjoy being in your company because of the excitement you radiate.

41 TO 50 POINTS: Others see you as fresh, lively, charming, amusing, practical, and always interesting; someone who’s constantly in the centre of attention, but sufficiently well-balanced not to let it go to their head. They also see you as kind, considerate, and understanding; someone who’ll always cheer them up and help them out.

31 TO 40 POINTS: Others see you as sensible, cautious, careful and practical. They see you as clever, gifted, or talented, but modest. Not a person who makes friends too quickly or easily, but someone who’s extremely loyal to friends you do make and who expects the same loyalty in return. Those who really get to know you realize it takes a lot to shake your trust in your friends, but equally that it takes you a long time to get over it if that trust is ever broken.

21 TO 30 POINTS: Your friends see you as painstaking and fussy. They see you as very cautious, extremely careful, a slow and steady plodder. It would really surprise them if you ever did something impulsively or on the spur of the moment, expecting you to examine everything carefully from every angle and then, usually deciding against it. They think this reaction is caused partly by your careful nature.

UNDER 21 POINTS: People think you are shy, nervous, and indecisive, someone who needs looking after, who always wants someone else to make the decisions and who doesn’t want to get involved with anyone or anything! They see you as a worrier who always sees problems that don’t exist. Some people think you’re boring. Only those who know you well know that you aren’t.