



# Venturing Leader Specific Training

# Session #1



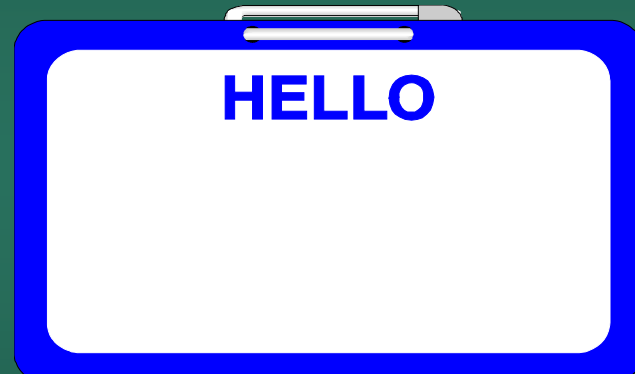
## Here's Venturing



# *Introductions*



- George Crowl
- Brett Dix
- Thomas Franklin
- Rob Pelley
  
- Participants





# ***Buzz Groups***

- 
- What are you looking forward to?
  
  
  
  
  
  
  
  
  
  
  - What are you concerned about?



# ***BSA Mission Statement***



**The mission of the Boy Scouts of America is to prepare young people to make ethical choices over their lifetimes by instilling in them the values of the Scout Oath and Law.**



# *The Venturing Oath*

**As a Venturer,  
I promise to do my duty to God  
and help strengthen America,  
to help others, and  
to seek truth, fairness, and adventure  
in our world.**

# ***Venturing Code***



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As a Venturer, I believe that America's strength lies in our trust in God and in the courage, strength, and traditions of our people.

I will, therefore, be faithful in my religious duties and will maintain a personal sense of honor in my own life.

I will treasure my American heritage and will do all I can to preserve and enrich it.

I will recognize the dignity and worth of all humanity and will use fair play and goodwill in my daily life.

I will acquire the Venturing attitude that seeks the truth in all things and adventure on the frontiers of our changing world.

# Sea Promise



- As a Sea Scout I promise to do my best:**
- **To guard against water accidents**
  - **To know the location and proper use of the lifesaving devices on every boat I board**
  - **To prepare to render aid to those in need**
  - **To seek to preserve the motto of the sea:  
Women and Children First.**





# ***What is Venturing?***

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**Venturing is a youth development program of the Boy Scouts of America for young men and women who are at least 14 years old (and have completed the eighth grade) through 20 years of age.**

**Local community organizations establish a Venturing Crew or Sea Scout Ship by matching their people and program resources to the interests of young people in the community. The result is a program of exciting and meaningful activities that helps youth pursue their special interests, to grow, to develop leadership skills, and to become good citizens.**



# ***Venturing Uniform***

- 
- No universal official uniform
  - ***Recommended*** uniform
    - Spruce green shirt
    - Green tabs
    - Gray shorts or casual pants
  - Sea Scout — Normally white or Navy
  - Uniform, if any, is crew / ship choice




# Venturing's Unique Place

Venturing Crew / Ship	Venture Patrol	Scout Troop	Varsity Team
Stand-alone 14-20 (coed)	Optional 13-17	Stand-alone 11-17	Stand-alone 14-17
Venturing Oath & Code	Boy Scout Oath, Law, Motto, Slogan		
President, VP Secy, Treas, Activity Chairs	Venture PL Venture APL	SPL, ASPL, PL, APL, Scr Instr., QM.	Captain, Squad leader, Prog manager
Bronze, Gold, Silver, Ranger, QM	Eagle, Life, Star, 1st, 2nd, Tenderfoot, Scout		+Letter



# ***Charter Agreement***



- 
- Program inventory
    - Hobbies, skills, careers, ideas
  - Adult leaders
    - Organize program inventory
    - Serve as Advisors
  - Meeting facilities



# ***Venturing Crew***

- 
- Youth led organization
  - Based on program inventory
    - Recruits
    - Elects officer
    - Plans programs
  - Adult Advisors provide training and guidance for crew's elected officers



# ***BSA Local Council***

**The Boy Scouts of America recruits adult volunteers and assigns staff members to provide the following services for Venturing chartered organization's crews / ships.**



# ***BSA Commitment***

- **Leadership training for Advisors and elected officers**
- **Guidance on how to organize a crew or ship and keep the program going successfully**
- **Methods for recruiting Venturers, including an interest survey of local high school students.**
- **Regular communication with each crew / ship to provide program support**





# ***BSA Commitment***



- **Use of council facilities, such as camps and equipment**
- **Planning of council-wide activities that enrich the crew's / ship's program**
- **Liability insurance coverage**





# ***Venturing Methods***

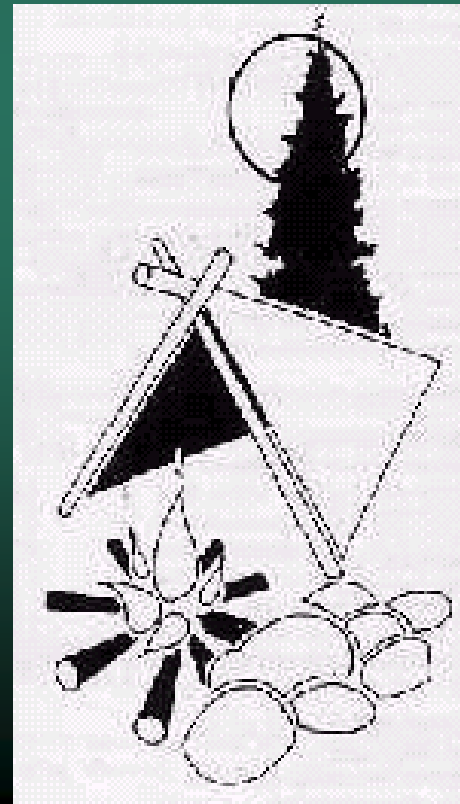


- **Adult association**
- **Leadership**
- **Recognition**
- **Ideals**
- **Group activities**
- **High adventure**
- **Teaching others**



# Nationwide Interests

- 85% outdoor oriented
- 11% sports and hobbies focus
- 4% Sea Scout ships





# *The Advisor / Skipper*



## **The Advisor's / Skipper's responsibilities include:**

- **Fostering a sense of community within the crew**
- **Helping youth lead, plan, make decisions, and carry out a long term program of activities**
- **Encourage participation and support for your crew**
- **Uphold standards and policies of sponsoring organization and the Boy Scouts of America**

# *The Advisor / Skipper*



- **Protect young people in your Venturing crew / ship from abuse or neglect and uphold the standards of the BSA Youth Protection emphasis**
- **Ensure the activities are conducted within safety guidelines and requirements**
- **Cultivate the Venturing spirit within your crew — *have fun***



# Break





## ***Session 2***



# **Understanding and Protecting Youth**



- 
- **What is the purpose of Venturing?**



# *What is the purpose of Venturing?*



You might think that Venturing is specialty information, learning leadership skills, a community service, or a good social experience. Venturing is all of these things and more, **but the primary purpose is “forming responsible and caring adults”.**





# ***Adolescent Development Issues***



## **Important development issues facing Venturers**

- **Experimentation**
- **Movement from dependence to interdependence**
- **Social relationships**
- **Physiological changes and sexual maturity**
- **Reevaluation of values**



# ***Understanding Young Adults***

- 
- What do we notice first about youth?
    - Size
    - Behavior
  - Many times we misjudge based on above
  - Harder to know what is going on in heads
  - Teenagers deal with opposing emotions:
    - They fear and crave independence
    - Constant struggle for power / independence
    - Want to be unique, but peer pressure


# *Leadership Styles for Advisors*



- 
- Be a mentor
  - Be a coach
  - Walk your talk
  - Be understanding of the teenage years and their search for autonomy
  - Be able to relate
  - Show mutual respect as a team member
  - Develop and demonstrate conflict management skills



# *Protecting Our Youth*



## *Guide to Safe Scouting*



# G2SS

- 
- Leadership requirements for trips and outings
  - Safe Swim Defense
  - Safety Afloat
  - Scuba
  - Camping
  - Guns and firearms
  - Cave exploring
  - Climbing & rappelling
  - Unauthorized and restricted activities
  - Medical information
  - Transportation
  - Tour permits



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*Youth Protection*  
*Guidelines*  
*for Adult Leaders*  
Video



# Break





*Youth Protection:*  
*Personal*  
*Safety Awareness*  
Video





# ***Session #3***



# **Leadership**

# **and**

# **Organization**

# Crew Organization and Leadership



When an organization agrees to be a sponsor in Venturing, it agrees to recruit adult leaders;

an Advisor / Skipper,



associate Advisors / Mates,

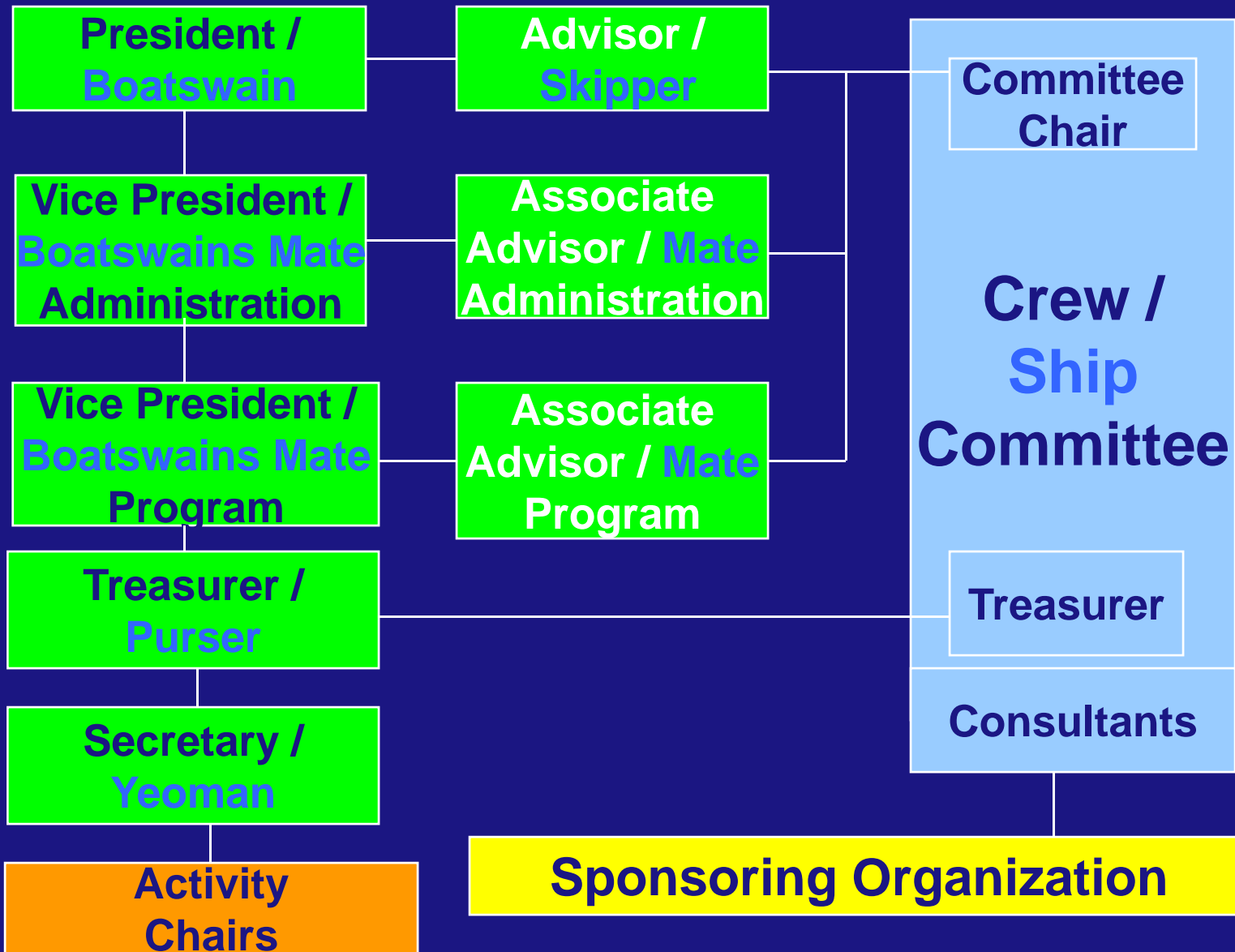


and a crew / ship committee.



These leaders must be adult men and women at least 21 years of age, who will guide the crew.

# Venturing Crew / Ship Organization



# Adult Leaders



- **Advisor / Skipper**



- **Associate Advisors / Mates**



- **Crew Committee**



- **Consultants**



# Venturers

- 
- 14 (and completed 8th grade)
  - Not yet 21
  - Registered
  - Subscribes to the Oath and Code
    - Sea Promise
  - Attends regular meetings

# Elected Crew / *Ship* Officers



- 
- **President / Boatswain**  

  - **Vice Presidents / Boatswain's Mates**  

  - **Secretary / Yeoman**  

  - **Treasurer / Purser**  

  - **Activity Chairs (appointed)**



# *Adult - Venturer Team*

**The elected Venturer officers work hand-in-hand with the adult Advisors and committee members.**

**Activity chairs work with adult consultants (from crew committee, parents or other qualified adults)**

**Cooperation and teamwork between adults and young adults are essential to the success of Venturing**

# **Officer's Briefing**



- Done quickly, get officers started
- Advisor and new president brief new officers on current program
- Explain Program Capability Inventory and Activity Interest Survey
- Schedule PCI, AIS, and Seminar
- Explain officers' responsibility
- Provide Advisor's expectations




# Venturing Leadership Skills Course



- Vision
- Communication
- Organization
- Synergism





# How to Conduct a Reflection



# Break



# Session #4

## Awards and

# Recognitions





# B. A. R. S.



**Status**

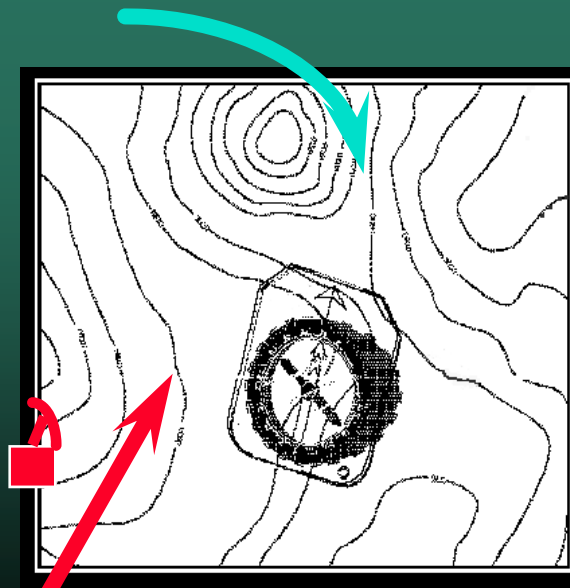
**Recognition**

**Achievement**

**Belonging**



# Venturing Recognition





# Venturing Recognitions



- 
- 
- 



**Bronze**



**Gold**



*Ranger – outdoor skills*

*Quest – sports skills*



**Silver**

*Sea Scout  
Quartermaster*



# Bronze Awards

*All Venturers can earn any or all of these, irrespective of the crew's interest area*



- **Sports**
- **Religious Life (Youth Ministries)**
- **Arts and Hobbies**
- **Outdoor (half of Ranger Award)**
- **Sea Scouting (Ordinary rank)**

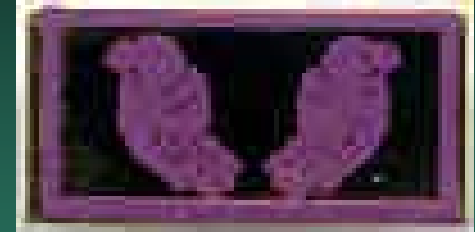






# ***Religious Life Requirements***

- **Do nine of the eleven projects:**
- Earn religious award
- Learn about cultural diversity
- Plan and lead a service project
- Volunteer in church for three months
- Go on a religious retreat
- Be in a religious play
- Serve as an officer of your Sunday School
- Complete a Standard First Aid class
- Do five Ethical Controversies activities
- Sunday School teacher
- Meet with church leader

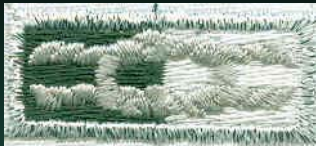




# **Gold Award**

- **Bronze Award**
- **12 months tenure**
- **Leadership role**
- **Participate in a district (or higher) event**
- **Personal growth**
- **Lead crew activities**
- **Recite Venturing Oath**
- **Three letters of recommendation**
- **Written presentation and crew review**





# *Silver Award*



- **One Bronze Award**
- **Gold Award**
- **Emergency Preparedness (First Aid, CPR, Safe Swim Defense)**
- **Demonstrate leadership**
  - **Including Venturing Leadership Skills Course**
- **Participate in Ethics in Action**
- **Crew review**



# *Ranger Award*

## Eight core requirements ...

- First Aid
- Emergency Preparedness
  - Leave No Trace
  - Navigation
    - Wilderness Survival
    - Communications
      - Cooking
      - Conservation



# **Ranger Award**



...plus four of eighteen electives



**Backpacking**  
**Cave Exploring**

**COPE**  
**Cycling/Mountain Biking**

**Ecology**  
**First Aid**

**Fishing**  
**Equestrian**

**Hunting**  
**Lifesaver**

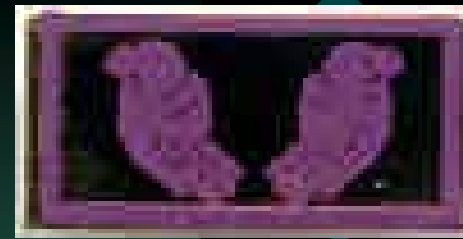
**Mountaineering**  
**Outdoor Living**  
**History**  
**Physical**  
**Fitness**  
**Plants and Wildlife**

**Scuba**  
**Shooting Sports**  
**Watercraft**  
**Winter Sports**



# Quest Award

- Core requirements
- 1. Sports Bronze Award
- 2. Sport Safety Training
- 3. Fitness for Life
- 4. Fitness assessment
- 5. Sport disciplines
- One elective
- 1. History / heritage sports
- 2. Sports nutrition
- 3. Drug-free sport
- 4. Communications
- 5. History / heritage of disabled sports movement



# Religious Life Program

Jan	Religious Award Study (1)	Ethics in Action(9)
Feb	Cooking*	BDAC Rendezvous
Mar	Cultural Diversity (2)	Ethics in Action
Apr	First Aid* (8)	
May	Service Project (3)	Ethics in Action
Jun	Religious Play (6)	Leadership Skills
Jul	Backpacking	Swimming & SSD
Aug	Wilderness Survival*	Ethics in Action
Sep	Religious Retreat (5)	
Oct	Religious Leader Meeting (11)	Ethics in Action
<b>RELIGIOUS LIFE BRONZE</b>		
Nov	Emergency Preparedness*	Leadership Skills
Dec	Winter Sports	Ethics in Action
<b>OUTDOOR BRONZE</b>		<b>GOLD AWARD</b>

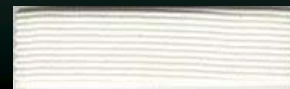




# Outdoor/Ranger Program



Jan	First Aid*	Ethics in Action
Feb	Cooking*	BDAC Rendezvous
Mar	Land Navigation*	
Apr	Backpacking	Ethics in Action
May	Leave No Trace*	Leadership Skills
Jun	Wilderness Survival*	
Jul	Mountaineering	Swimming & SSD
	<b>OUTDOOR BRONZE</b>	
Aug	Emergency Preparedness*	
Sep	Communications*	Ethics in Action
Oct	Project COPE	
Nov	Conservation*	Leadership Skills
Dec	Winter Sports	Ethics in Action
	<b>RANGER AWARD</b>	<b>GOLD AWARD</b>







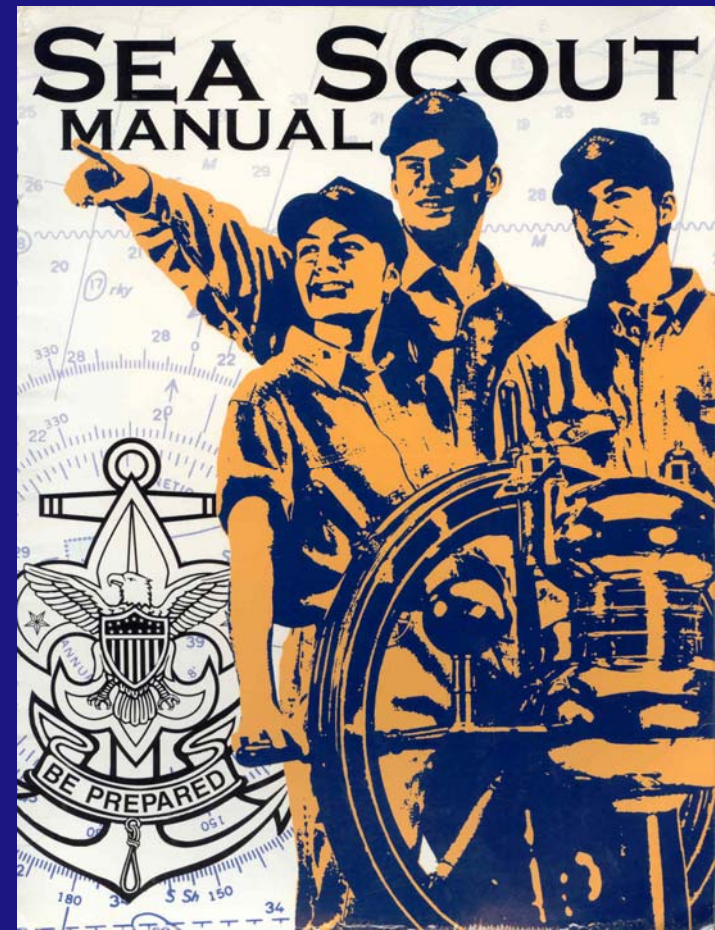
# Quatermaster Award



- For Sea Scouts



- See the Sea Scout Manual





# Advancement

# Game



# Jeopardy Game

Silver Award	Ranger Award	Quartermaster	General
10	10	10	10
20	20	20	20
30	30	30	30
40	40	40	40

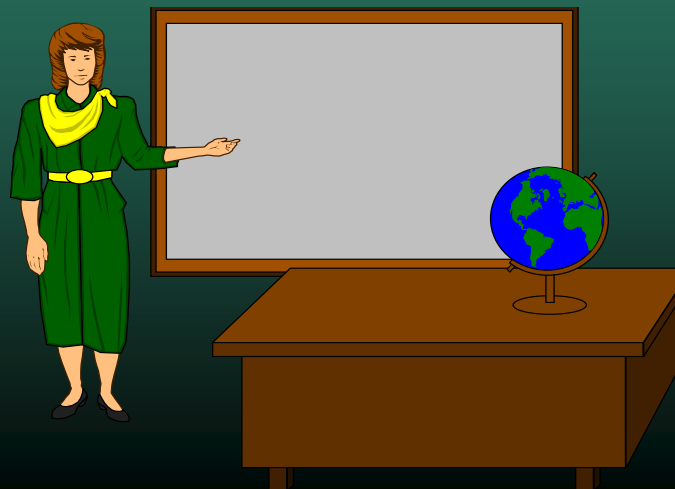


**Break**

# Four Levels of Learning



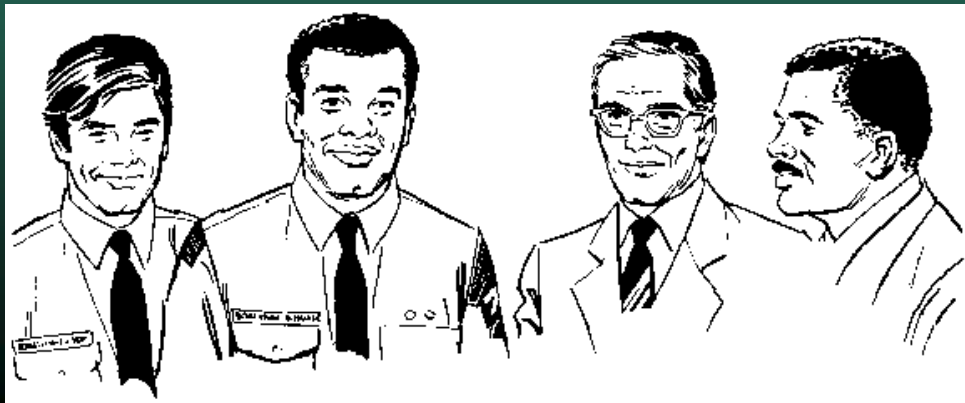
- Level 1—You *read* it
- Level 2—It is *taught* to you
- Level 3—You *experience* it
- Level 4—You *teach* it to someone else





# Consultants

- Play a key role in Venturing
- Advisors should seek them out
- Have special skills or resources
- Should be registered
- No one-on-one involvement



# ***Eagle Scout***

- **Eligibility**
  - **First Class Scout**
  - **Earned as a Boy Scout or Varsity Scout**
- **Requirements remain the same**
  - **Leadership position in the crew**





# ***Boards of Review***

- Scout rank must have board of review
- May be troop, team, or crew
- 3-6 committee members
  - No advisors, assistants, relatives
- Purposes
  - Work has been learned and completed
  - What kind of experience youth having?
  - Encourage advancement to next rank
- Not an examination, 15 minutes max
- Eagle board follows council procedures



# Crew Review



- Required for **Gold** and Silver Awards
  - Not for **Bronze** or **Ranger** or **Quest**
- Required for all Sea Scout ranks
- Completion paperwork to Advisor / Skipper
- Crew president (with Advisor) appoints review committee of 4-6 Venturers and adults
- Review determines if person grew as a result of the experience
- Advancement report to council office

# Recognition Map



Previous  
Boy Scout or  
Varsity Scout

Ranger  
Award



Silver  
Award



Gold  
Award



Quarter  
master  
Award



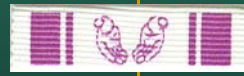
Quest  
Award



Outdoor  
Bronze



Religious  
Life  
Bronze



Arts and  
Hobbies  
Bronze



Sports  
Bronze



Sea  
Scout  
Bronze



JOIN  
Venturing



# Venturing Awards



## LEADERSHIP AWARD

Presented by Councils/Regions and National Council to Venturers and adults who have made exceptional contributions to Venturing



## ADVISOR AWARD of MERIT




Recognizes Advisor / Skipper for outstanding ability to work with youth. Nominated by crew president and committee chairman



# Question





**If you fail to plan,  
you plan to fail.**



# ***Session #5***



# **Resources and Program Planning**



# ***Crew's Program Planning Process***

---

- Program Capability Inventory
- Venturing Activity Interest Survey
- Brainstorm
- Match Venturing activity interests with resources
- Fill in the gaps
- Schedule the activities
- Select Venturing chairpersons and adult consultants
- Follow-up is vital! Assume nothing!



# **Step 1—Program Capability Inventory (PCI)**



- **Conducted by the crew / ship committee and adult Advisors.**
- **Every adult (or Venturer) who can help the crew is surveyed:**
  - **Profession**
  - **Hobbies**
  - **Contacts**
  - **Equipment access**
  - **Skills**
- **Inventory is the basic resource pool for crew activities**





## ***Step 2 — Activity Interest Survey***

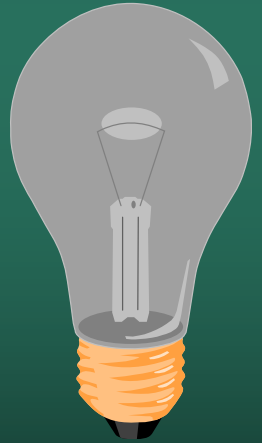
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- **This questionnaire is taken by the Venturers.**
- **Provides information on what activities the Venturers are interested in doing.**
- **Should contain possible activities over all of the program emphasis areas.**
- **Provides the officers information on the Venturers' interests.**

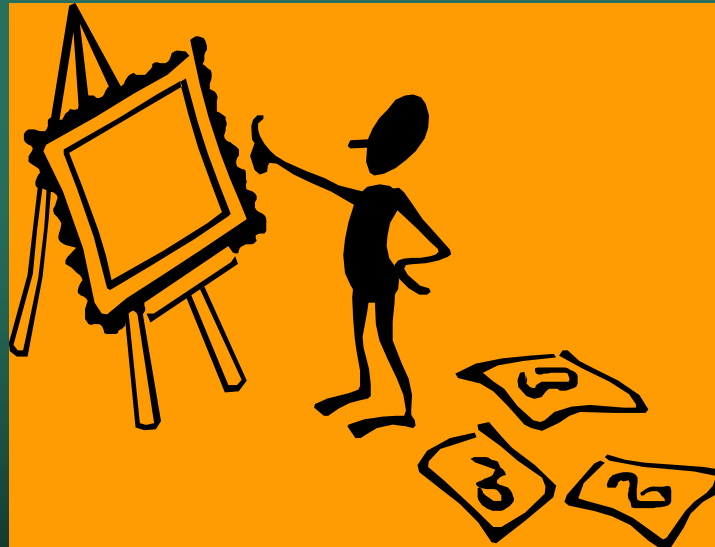


## ***Step 3 — Brainstorm***

- **After surveying the Venturers on their interests you should brainstorm additional activity topics.**
- **This brainstorming should include the entire crew / ship membership.**
- **(See “How to Brainstorm” in the *Venturing Leaders’ Manual*, pp. 48-49.)**



# Planning Activity





# *Step 4 — Match Activity Interests With Resources*

- 
- **Match the activity interests with the resources on your PCI.**
  - **Where a match exist you have a potential program.**
  - **The crew / ship committee will need to recruit or acquire other resources for the remainder of the Venturer activity interests.**



# Step 5 — *Fill in the Gaps*



**The crew / ship officers might feel that other activities should be included to better balance the crew program.**

**These might include other Venturing activities, other activities for your sponsoring organization, standing crew activities, training sessions, annual recruiting open house, etc.**



# Step 6 — *Schedule the Activities*

- 
- List each activity selected on your crew / ship calendar.
  - Schedule two crew meetings, an officers' meeting, and one other activity each month.
  - Backdate major activities such as your big *superactivity* for the year.
  - Watch out for date conflicts.
  - Program scheduling is done at the Officers' Seminar.



# ***Step 7 — Select Venturer Activity Chairs and Adult Consultants***



- **An interested and capable Venturer is appointed to serve as chair for each activity**
  - **Assisted by an adult consultant from the PCI who has knowledge about the particular activity.**
- **Team manages the planning, development and execution of the activity.**

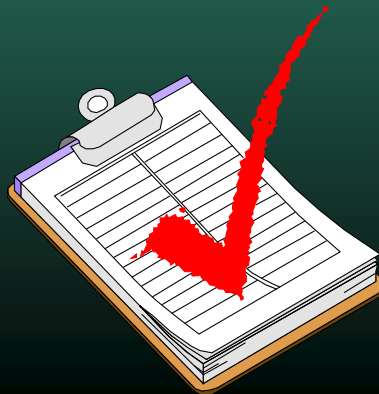


## Step 8



***Follow-up is vital! Assume nothing.***

**At your monthly officer and crew / ship committee meetings check on the status of the program development.**







# *Program Planning Summary*



- **Program Capability Inventory**
- **Venturer Activity Interest Survey**
- **Brainstorm activities**
- **Match activity interests with resources**
- **Fill in the gaps**
- **Schedule the activities**
- **Select activity chairs and consultants**
- **Follow-up**



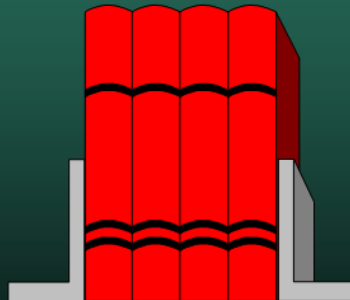
# ***Open House***

- 
- Before the meeting
  - Greeting
  - Hands-on activity / icebreaker
  - Welcome
  - What is Venturing / **Sea Scouting** & crew purpose
  - About our crew
  - Questions and answers
  - Advisor's comments
  - Invitation to join
  - Hands-on activity again + registration
  - Refreshments
  - Cleanup



# ***Additional Resources***

- 
- **Venturing Literature and Resources**
  - **Take Adventure to the Limit**
  - **Passport to High Adventure**






**QUESTIONS?**



# ***What's Next?***



- 
- Set specific goals
  - Samples:
    - Conduct Venturing Leadership Skills Course
    - Conduct exciting open house
    - Conduct PCI / AIS and make annual plan
    - Conduct Youth Protection Training
    - Committee assemble a consultant list



# Adult Training Awards

- **Scouter's Key (Advisor)**

- Fast Start and Basic training
- Three years tenure, seminars, VLSC
- Quality Unit, parents night
- Roundtable attendance



- **Training Award (Venturing)**

- Basic training
- Two years tenure
- Seven of 11 projects
- Sea Scout leaders meet Skipper's needs





# Graduation

## Training Certificate

One Happy Birthday is Declared in honor of

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Presented by

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