



Venturing Fast Start

Welcome to Venturing

This booklet illustrates how using the Venturing program planning process can get your Venturing crew up and running and off to a successful start. It also will provide information to help you when you first meet with youth.

Details on crew operations, program planning, and elected youth officer training can be found in the *Venturing Leader Manual*, No. 34655B.

Getting Started

There are several things you need to know:

- What is Venturing, its goals and methods?
- What's in it for you?
- What's in it for youth?
- How do you get your crew up and running?

The Venturing Program

Venturing is for young adults ages 14 through 20 who, along with adult leaders, are registered with the Boy Scouts of America.

The program matches the interests of young adults with adult expertise and resources of the chartered organization and other adults in the community.

The program is carried out through a Venturing crew. Its purpose is to provide experiences that will affect the positive development of youth at a critical stage in their lives and to prepare them to become responsible and caring adults.

The crew is led by elected youth officers. Young adults join to gain insight through fun-filled programs and hands-on activities provided by the chartered organization, adult committee member volunteers, youth member parents, and other consultants from the community.

Program Goals

Venturing has four specific goals for Venturers:

1. To gain practical experience in a special interest, a skill, or leadership
2. Engage in a program of activities centered on the following areas: **social, leadership, fitness, service, outdoor, and citizenship**
3. To experience positive leadership from adults and youth and to have an opportunity to lead others
4. To learn and grow in a caring environment

Venturing Methods

- **Leadership.** All Venturers are given opportunities to learn and apply proven leadership skills. A Venturing crew is led by elected crew officers. The Venturing Leadership Skills Course is designed for all Venturers and helps teach in an active way to effectively lead.
- **Group activities.** Venturing activities are interdependent group experiences in which success depends on the cooperation of all. Learning by doing in a group setting provides opportunities for developing new skills.
- **Adult association.** The youth officers lead the crew. The officers and activity chairs work closely with Advisors and other adult leaders in a spirit of partnership. The adults serve in a "shadow" leader capacity.
- **Recognition.** Recognition comes through the Venturing advancement program and through the acknowledgement of a youth's competence and ability by peers and adults.
- **The ideals.** Venturers are expected to know and live by the Venturing Oath and Code. They promise to do their duty to God, help strengthen America, to help others, and to seek truth and fairness.
- **High adventure.** Venturing's emphasis on high adventure helps provide team-building opportunities, new meaningful experiences, practical leadership application, and lifelong memories to young adults.

- **Teaching others.** All of the Venturing awards require Venturers to teach what they have learned to others. When they teach others often, Venturers are better able to retain the skill or knowledge they taught, they gain confidence in their ability to speak and relate to others, and they acquire skills that can benefit them for the rest of their lives as a hobby or occupation.

Crew Leadership and Responsibilities

The following adult and youth leadership positions and responsibilities are suggested to run a successful crew.

Adult Leadership

- **The Advisor** is an adult volunteer age 21 or older who is selected by the chartered organization and has responsibility for
 1. Attending crew meetings
 2. Training youth officers to plan and coordinate the program
 3. Conducting the program capability inventory
 4. Helping youth plan and implement activities
- **The crew committee** is composed of adult members—from parents, chartered organization members, and other interested adults—who support the crew program. Their responsibilities are as follows:

The chair conducts monthly committee meetings and coordinates crew efforts.

The treasurer advises the youth treasurer and assists with fund-raising activities.

Committee members assist youth activities chairmen to carry out their responsibilities.

Consultants interact with the crew by providing technical expertise, special skills, equipment, facilities, or community contacts related to the crew program. They may be one-time participants.

Youth Leadership

Youth members are elected to leadership positions in the following areas:

- **The president** is the key youth leader and works closely with the Advisor and leadership team to plan crew and crew officers' meetings. The president presides at crew meetings.
- **The administrative vice president** is responsible for membership and recognition.
- **The program vice president** surveys members about their interests to help plan program activities. This vice president also schedules activities.

- **The secretary** keeps records, takes meeting minutes, and handles correspondence.
- **The treasurer** maintains the crew's funds.
- **The youth activity chair** is appointed by the crew president to chair a crew activity or project. Each chair serves through completion of his or her appointed task and is then reappointed to chair or assigned to work on upcoming crew activities.

Getting Your Crew Up and Running (Crew Program Planning Process)

- A. Hold a briefing meeting for key adults from the chartered organization.** Identify other interested adults at the meeting to serve as members of the crew committee.

Conduct the program capability inventory (PCI; see addendum B) and discuss plans to expand the PCI to include other adults—members of the chartered organization, friends, associates, and so on. Secure commitment for help and support.

Plan the first three-month program. Select program activities for each scheduled crew meeting. Appoint an adult committee member or adult consultant for each activity.

- B. Invite youth to the crew's first meeting.** Discuss the purpose and focus of the crew program. Review the potential for the program based on the resources from the program capability inventory, the chartered organization, and the crew committee.

During its first three months, a crew should:

1. Elect crew officers.
2. Critique the first month's activities.
3. Conduct the elected crew officers' seminar (see addendum H)
4. Review and adopt the crew program schedule for the remainder of the year.

- C. Survey youth members.** As soon as possible, find out what the youth want to do. Complete the Venturing activity interest survey (see addendum D).
- D. Brainstorm with youth.** Initiate a discussion with youth members to reveal ideas that might not be on the survey. Include the entire crew.
- E. Match youth activity interests with resources.** Compile the Venturing activity interest survey results and match them with the program capability inventory (see addendum B). When a suggested Venturing activity matches a

resource from the PCI, you might have the basis for a possible program. The crew committee will need to find other resources for the remaining Venturing activity interests.

- F. Fill in the gaps.** Make sure that the program activities are balanced and include the **six experience areas**.
- G. Schedule activities.** Develop a 12-month program. (See addendum G for a sample annual crew program outline.) Be aware of conflicts with other community activities and avoid cancellations.
- H. Select youth activity chairpersons and adult consultants.** Appoint capable youth members for each activity and an adult consultant from the program capability inventory. The activity chairperson should use the activity planner (see addendum F) to complete the project.
- I. Monitor the program's progress.** Keep tabs on the program's development to help ensure success.

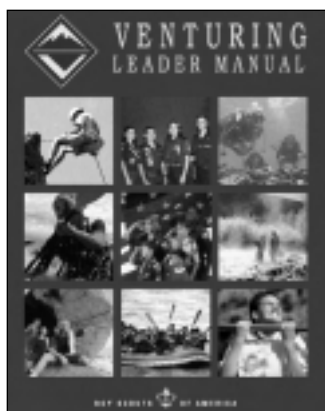
Key Factors for Successful Crew Operations

- A. Use crew resources.** Conduct the program capability inventory (PCI). This is an inventory of information about adults related to the chartered organization and parents who are willing to provide program help to the crew. This program help may involve their hobbies, special skills, contacts, facilities, and ideas (see addendum B).
- B. Get parents involved.** Encourage parents to become involved in Venturing activities whenever possible. Suggestions might include:
 - Serve on the crew committee
 - Provide transportation, equipment, chaperoning, counseling, and planning to support activities
 - Assist in citizenship, service, outdoor, fitness, leadership, and social activities
- C. Seek youth input.** Have each crew member complete the Venturing activity interest survey (see addendum D). Conduct the survey on a regular basis to check on the interests of new members.
- D. Guide youth leadership.** Youth officers are elected and trained to lead, plan, and make decisions regarding the implementation of crew programs and activities. They should serve long enough to have successful experiences. The crew president should appoint a committee to draft the crew bylaws.
- E. Hold regular crew meetings.** A minimum of two Venturing crew meetings should be held each month. Discuss important business first. Reserve the remaining time for a planned activity. These activities could be learning new skills (i.e., CPR, rappelling, first aid, etc.) or preparing for a high-adventure trip or activity (see addendum E).

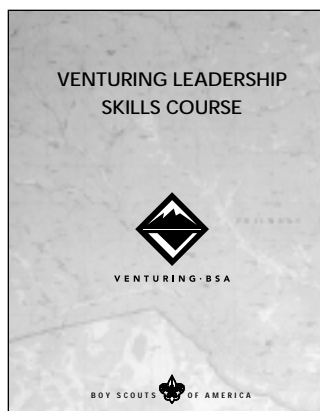
The crew president conducts crew meetings. A detailed, written agenda should be developed for each meeting. The program vice president and activity chairman make reminder phone calls to program presenters or consultants. The president should ensure that all crew meetings start on time. All meetings should have an opening and a closing using the Pledge of Allegiance, the Venturing Code, Oath, or a prayer. Guests should be introduced and made to feel welcome.
- F. Train and develop youth officers—the crew officers' seminar.** The seminar is a training and planning session for newly elected officers. It is led by the Advisor, the youth president, and the associate Advisors. A successful seminar provides a clear road map for the coming months and enables the officers to begin assuming leadership of their crew (see addendum H).
- G. Give recognition for achievement.** Young adults will expect to be rewarded for their accomplishments. The Venturing awards advancement program and scholarship opportunities are available to Venturers. Contact your local council service center for information and applications.
- H. Venturing Leadership Skills Course, No. 34340A.** This course is designed for all crew members. It can be led by the crew Advisor or other adults, or by the crew officers.

PROGRAM HELPS AND RESOURCES

Below are the most commonly used materials available from your BSA local council service center or that can be purchased from the BSA Distribution Center by calling 800-323-0732.



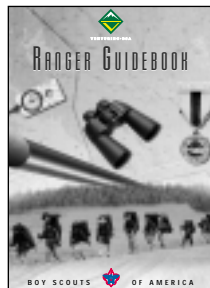
Venturing Leader Manual. Provides crew leaders with all necessary information on program planning, leadership, resources, and policies. No. 34655B.



Venturing Leadership Skills Course. A set of modules to teach leadership skills to all crew members. No. 34340A.



Venturer Handbook. Provides detailed information on Venturing Bronze, Gold, and Silver awards, including requirements and award applications. No. 33493.



Ranger Guidebook. The primary source of information for all Venturers working on the Ranger Award. This is an excellent resource for planning and developing outdoor crew activities. No. 3128.



Sea Scout Manual. Designed for all adult/youth leaders and youth members of Sea Scouting ships. The manual is an excellent resource for planning and developing Venturing crew aquatic activities. No. 33239B.



Venturing Fast Start Ready References

- Addendum A** Parent Permission Sample Form
- Addendum B** Program Capability Inventory (PCI)
- Addendum C** Program Planning Form
- Addendum D** Venturing Activity Interest Survey
Venturing Activity Interest Survey—Alpha List
- Addendum E** Sample Regular Crew Meeting Agenda
- Addendum F** Activity Planner
- Addendum G** Sample Annual Crew Program Outline
- Addendum H** Crew Officers' Seminar Agenda
- Addendum I** Cooperative Games
- Addendum J** Problem-Solving Initiative Games
- Addendum K** How to Buy a Car
- Addendum L** Job Interviews
- Addendum M** Venturing Oath

PARENT PERMISSION SAMPLE FORM

Sample

PARENT PERMISSION

(For Venturers and guests, under 21 years of age, participating in a Venturing crew trip or activity)

_____ has my permission to participate in
(Venturer or guest)

_____ on _____
(Activity or trip) (Date)

I know of no health or fitness restriction(s) that preclude participation. In the event of illness or injury occurring to my son or daughter while involved in this activity, I consent to X-ray examination, anesthesia, medical, or surgical diagnostic procedures or treatment that is considered necessary in the best judgment of the attending physician and performed by or under the supervision of a member of the medical staff of the hospital furnishing medical services. (It is understood that in the event of a serious illness or injury, reasonable efforts to reach me will be attempted.)

Signature _____ Date _____

Phone numbers where I can be reached during the time of this activity:

Home () _____ or Work () _____



PROGRAM CAPABILITY INVENTORY

Venturing Crew No. _____ Organization _____

Instructions

Each year our Venturers need adult volunteers to serve as Advisors, program consultants, and helpers with transportation, chaperoning, counseling, and planning.

We would like to know in which areas of interests, hobbies, or contacts you would be willing to help our Venturers.

If they decide to call on you for help, an appointment will be made with you well in advance.

Thank you for your willingness to assist our Venturers and please return this PCI form to: _____

(Please complete.)

Date: _____

Name _____

Address _____

City _____ State _____ ZIP _____

Phone (home) _____ - _____ (business) _____ - _____

Occupation _____ Position _____

Yes! I would be willing to help in the areas designated below:

Hobbies AND SKILLS

Backpacking ____	Canoeing ____	Equestrian ____	Orienteering ____	Sailing ____	TRAINING ____
Basketball ____	COACHING ____	First Aid ____	Outdoor Living	Scuba Diving ____	Water Skiing ____
Bicycling ____	Cooking ____	Fishing ____	History ____	Shooting ____	Other ____
Bowling ____	COUNSELING ____	Marksmanship ____	Photography ____	Snow Skiing ____	
Camping ____	CREATING ____	Mountaineering ____	PROMOTING ____	Softball ____	
Caving ____	Diving ____	ORGANIZING ____	PUBLIC SPEAKING ____	Swimming ____	

MEMBERSHIPS

Please list your clubs, associations, fraternal groups, etc.:

CONTACTS

Please list people that you would be willing to ask to share their careers, hobbies, or skills:

SPECIAL PROGRAM ASSISTANCE

___ I have a station wagon ___ van ___ or truck ___.

___ I have a workshop.

___ I have family camping gear ___ RV ___ or pop-up camper ___.

___ I can make contacts for special trips and activities.

___ I have access to a cottage ___ or camping property ___.

___ I have access to a boat ___ or airplane ___.

___ I can help with leadership skills.

___ I can help with _____
(Career information)

___ I can help with _____
(Vocational information)

___ I can help with community service projects.

___ I can help with fund-raising projects.

PROGRAM PLANNING FORM

To be used for Program Capability Inventory recap.

NAME	PHONE	OCCUPATION	HOBBY	CONTACT

CREW COMMITTEE SUGGESTIONS

EQUIPMENT AND FACILITIES

CHARTERED ORGANIZATION SUGGESTIONS

CONSULTANTS

VENTURING ACTIVITY INTEREST SURVEY

Complete the following. Your responses will be used to help develop the program of activities throughout the year, so it is very important that you provide complete responses.

Name: _____

Date: _____

1. What specific interests do you have that you would like to see our crew pursue during this year? _____

2. Do you have any ideas or suggestions for activities that would address these interests? _____

3. Consider for a moment the six experience areas (citizenship, service, leadership, social, outdoor, and fitness). How would your interests fit into any of these areas? _____

VENTURING ACTIVITY INTEREST SURVEY—ALPHA LIST

Please check those activities, tours, projects, and seminars that you would like the crew to plan as part of its program for the year.

- | | | |
|---|--|---|
| <input type="checkbox"/> Airport tour | <input type="checkbox"/> Fishing | <input type="checkbox"/> Recognition dinner |
| <input type="checkbox"/> Auto mechanics | <input type="checkbox"/> Gourmet cooking | <input type="checkbox"/> Recycling center |
| <input type="checkbox"/> Automobile plant/dealership | <input type="checkbox"/> Government official | <input type="checkbox"/> Shooting sports meet |
| <input type="checkbox"/> Backpacking | <input type="checkbox"/> Halloween party | <input type="checkbox"/> River rafting |
| <input type="checkbox"/> Barbecue party | <input type="checkbox"/> Ham radio | <input type="checkbox"/> Road rally |
| <input type="checkbox"/> Beach party | <input type="checkbox"/> Hiking trail cleanup | <input type="checkbox"/> Rock climbing/rappelling |
| <input type="checkbox"/> Bike hike | <input type="checkbox"/> History, study the town's | <input type="checkbox"/> Sailing |
| <input type="checkbox"/> Block party | <input type="checkbox"/> History, trace family | <input type="checkbox"/> Saving money |
| <input type="checkbox"/> Bowling | <input type="checkbox"/> Hobby smorgasbord | <input type="checkbox"/> Scholarships |
| <input type="checkbox"/> Buy a car, how to | <input type="checkbox"/> Horseback riding | <input type="checkbox"/> Scuba |
| <input type="checkbox"/> Camping trip | <input type="checkbox"/> Hunter education | <input type="checkbox"/> Senior citizens, assistance to |
| <input type="checkbox"/> Canoeing | <input type="checkbox"/> Ice-skating party | <input type="checkbox"/> Skating |
| <input type="checkbox"/> Car wash | <input type="checkbox"/> Industry, local | <input type="checkbox"/> Ski weekend |
| <input type="checkbox"/> Career clinic | <input type="checkbox"/> Intercrew activities | <input type="checkbox"/> Slide show, plan a |
| <input type="checkbox"/> Cave exploring | <input type="checkbox"/> Job interviewing skills | <input type="checkbox"/> Snorkeling/scuba diving |
| <input type="checkbox"/> Child care | <input type="checkbox"/> Leadership skills | <input type="checkbox"/> Spaghetti dinner |
| <input type="checkbox"/> Christmas party | <input type="checkbox"/> Lifesaving, swimming | <input type="checkbox"/> Sports medicine |
| <input type="checkbox"/> Civil defense | <input type="checkbox"/> Military base trip | <input type="checkbox"/> Sports safety |
| <input type="checkbox"/> College or university visit | <input type="checkbox"/> Morality, ethics | <input type="checkbox"/> Sports tournament |
| <input type="checkbox"/> College panel discussion | <input type="checkbox"/> Mountaineering | <input type="checkbox"/> State capitol, visit |
| <input type="checkbox"/> Communications | <input type="checkbox"/> Movies | <input type="checkbox"/> Summer jobs clinic |
| <input type="checkbox"/> Community cleanup activity | <input type="checkbox"/> Music listening | <input type="checkbox"/> Swim meet |
| <input type="checkbox"/> Conservation project | <input type="checkbox"/> Newsletter writing | <input type="checkbox"/> Swimming party |
| <input type="checkbox"/> Cooking | <input type="checkbox"/> Orientation flight | <input type="checkbox"/> Television station |
| <input type="checkbox"/> Court session | <input type="checkbox"/> Orienteering | <input type="checkbox"/> Tennis clinic |
| <input type="checkbox"/> Cruise, sailing | <input type="checkbox"/> Outdoor living history | <input type="checkbox"/> Train trip |
| <input type="checkbox"/> Cycling/mountain biking | <input type="checkbox"/> Pancake breakfast/supper | <input type="checkbox"/> United Way, support the |
| <input type="checkbox"/> Dance | <input type="checkbox"/> Parents' night | <input type="checkbox"/> Watercraft |
| <input type="checkbox"/> Diet and nutrition | <input type="checkbox"/> Part-time jobs clinic | <input type="checkbox"/> Waterskiing |
| <input type="checkbox"/> Disabled citizens, assistance to | <input type="checkbox"/> Photography | <input type="checkbox"/> Weather bureau |
| <input type="checkbox"/> Drug abuse/alcoholism | <input type="checkbox"/> Physical fitness | <input type="checkbox"/> Wilderness survival |
| <input type="checkbox"/> Easter egg hunt for children | <input type="checkbox"/> Planetarium | <input type="checkbox"/> Winter camping trip |
| <input type="checkbox"/> Emergency preparedness | <input type="checkbox"/> Plants and wildlife | <input type="checkbox"/> Winter sports |
| <input type="checkbox"/> Family picnic | <input type="checkbox"/> Play, produce a | <input type="checkbox"/> Other _____ |
| <input type="checkbox"/> Family sports day | <input type="checkbox"/> Power station | _____ |
| <input type="checkbox"/> Fashion show | <input type="checkbox"/> Progressive dinner | _____ |
| <input type="checkbox"/> Fire safety | <input type="checkbox"/> Project COPE | _____ |
| <input type="checkbox"/> First aid training | <input type="checkbox"/> Public speaking | _____ |

SAMPLE REGULAR CREW MEETING AGENDA

3 Min. **1. Call to Order and Introduction of Guests**

Crew President

10 Min. **2. Old Business**

Crew President

A. Secretary reads minutes of previous meeting

B. Treasurer reports

C. Crew officer's report

10 Min. **3. New Business**

Crew President

A. Discussion by crew members on matters
that need a decision

B. Registration of new members

Administrative Vice President

C. Promotion of upcoming events

Program Vice President

D. Crew Advisor comments

Crew Advisor

45 Min. **4. Crew Activity* Program**

Youth Activity Chair

A. Remind Venturers about materials needed, requirements,
or what to bring and wear, etc.

B. Introduction of presenters

C. Carry out plan or conduct the activity

2 Min. **5. Announce Date, Place, and Time of Next Meeting**

Crew President

5 Min. **6. Closing**

Assigned Member

7. Refreshments and Fellowship by Crew Members

After the meeting: Advisor and crew president confirm plans for the next officers' meeting. Crew president follows up with next meeting; youth activity chair to double-check all arrangements.

*Note: Conduct activity planned by committee and consultants using the activity planner. See addendum G for sample crew activity programs.



ACTIVITY PLANNER

Filled in by Officers

Activity _____

Activity Chairman _____

Consultant _____

Address _____

_____ Phone _____

Place _____ Date _____

Officers' comments _____

Filled in by Activity Committee

Committee members _____

DETERMINE THE ACTIVITY (Call a committee meeting, discuss the event, make the plan)

What is to be accomplished? _____

IDENTIFY THE RESOURCES

Equipment and facilities needed _____

Cost and how activity is paid for _____

Manpower required _____

CONSIDER ALTERNATIVES

How can activity be accomplished? _____

What are alternate plans? _____

REACH A DECISION—MAKE THE PLAN
—DELEGATE RESPONSIBILITIES

Job to be done

Assigned To

Job to be done	Assigned To
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Follow up—At additional meetings and through personal contacts, follow up on all assignments until you are sure you are all set. If the going gets rough, call on your Advisor for help.

CARRY OUT THE PLAN—CONDUCT THE ACTIVITY

Just before the activity, double-check all arrangements and conduct the activity to the best of your ability, using your committee and consultant.

Notes _____

After the activity be sure and thank everyone involved and leave things clean and in good order.

EVALUATE THE ACTIVITY

Did the members like it? _____

Number participating _____ Venturers _____ friends _____ adults _____

Should we repeat this activity? yes no why? _____

How well did the plan work? _____

How can we improve the activity? _____

What were costs? To the crew _____ cost per person _____

Attach all receipts or bills for the activity.

Signed _____ date _____

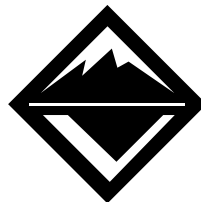
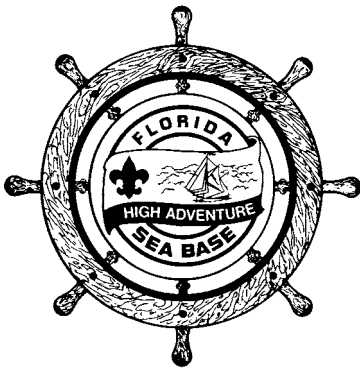
Activity Committee Chair

Fill out and return this report as you plan, execute, and evaluate your activity. Turn the completed report in to the vice president for program for inclusion in the crew's activity file.

Filled in by Activity Committee

SAMPLE ANNUAL CREW PROGRAM OUTLINE

Date	Topic	Activity Chair
June 1 June 10-17	Crew Officers' Meeting Colorado Trip	Geoffrey Smarte Robert Yarbrough
July 1 July 13-15	Crew Officers' Meeting Gulf Sailing Trip	Geoffrey Smarte Joe Henning
August 1 August 22	Crew Officers' Meeting Open House Plans	Geoffrey Smarte Bill Rogers



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SAMPLE ANNUAL CREW PROGRAM OUTLINE

Date	Topic	Activity Chair
September 1	Crew Officers' Meeting	Geoffrey Smarte, president
September 6	Open House—Sign-up Meeting	Charles Holmes, Advisor
September 21–23	Venturing Canoe Trip/Visit Council Camp	Bill Evans/Brad Harris
October 1	Crew Officers' Meeting	Geoffrey Smarte
October 4	Overview of Telecommunications	Robin Hunt
October 18	Community Night Watch	Elaine Carlberg
October 22	Crew Officers' Seminar	Brian Schad
November 1	Crew Officers' Meeting	Geoffrey Smarte
November 8	Ethical Controversy Activity— “Who Owns Your Knowledge”	Jim Kaminski
November 8 and 19	Crew Community Service Project	Bill Ridge
December 1	Crew Officers' Meeting	Geoffrey Smarte
December 3	Hayride	Debbie Williams
December 6	High School and College Curriculum	Shawn Flate
January 5	Crew Officers' Meeting	Geoffrey Smarte
January 10	Backpacking Trip	Carrie Walker
January 24	Nature Walk	Maria Bamberger
February 1	Crew Officers' Meeting	Geoffrey Smarte
February 7	Crew Parents' Night	Mickey Manuel
February 8	Ski Trip	Kathleen Conwell
February 21	Ethics Forum: “Can Food and Water Be Denied?”	Tonia Badura
March 1	Crew Officers' Meeting	Geoffrey Smarte
March 7	Town Council Meeting	Rachel Nieder
March 11	Landscape Public Property	Brett Braitwaite
March 21	Council Venturing Leadership Conference	Michael Plochocki
April 1	Crew Officers' Meeting	Geoffrey Smarte
April 4	Radio Station with Remote News Coverage	Lori Angel
April 13	Annual Crew Awards Dinner	Philip Tesarek
April 18	Assist Local Charity with Painting and Repair	Mark Bass
May 1	Crew Officers' Meeting	Geoffrey Smarte
May 9	Superactivity Plans (Colorado Trip)	Robert Yarbrough
May 13	Crew Family Picnic and Day Hike	Bill Lugg
May 23	Final Colorado Trip Plans	Shana McElroy

CREW OFFICERS' SEMINAR AGENDA

WELCOME BY ADVISOR AND CREW PRESIDENT

Explain the purpose and objective of the seminar.

I. DUTIES—Review and discuss officer and Advisor roles and responsibilities:

Why they joined and what they expect to get from their participation.

II. ACTIVITIES—Discuss program planning process. Select one activity and practice steps in the planning process using the *Activity Planner* (addendum F).

Plan this activity using the following steps:

1. Determine the activity (what is to be accomplished)
2. Identify resources (equipment, costs, manpower)
3. Consider alternatives (brainstorm how to accomplish)
4. Reach a decision (what, when, where, make assignments)
5. Conduct the activity (share plan, follow up)
6. Evaluate the activity (determine if members liked it)

III. SCHEDULING—Plan and schedule a year's program. Review importance of all six experience areas reflected in the year's activities. Review *Program Capability Inventory* and *Venturing Activity Interest Survey* for capabilities and interests. Use the brainstorming method to list definite activities for the year. Put the 12 monthly calendars on the wall and write in dates of crew meetings, topics of selected activities or special events, and the names of activity chairs. Avoid conflicts with school, vacations, etc. Before selecting activities, discuss their advantages and disadvantages and be sure activities are based on the six experience areas and crew goals. Decide which fund-raising activities are necessary.

IV. MEETINGS—Discuss format for crew meetings (see *Sample Regular Crew Meeting Agenda*—addendum E). Explain role of each officer, activity chair, and crew member. Develop sample agendas for meetings.

V. BYLAWS—Appoint a youth committee and chairperson with adult consultant to establish crew bylaws and code of conduct. Establish rules of conduct, attendance expectations, qualifications for participating in crew superactivities, dues, and allocation of funds from approved money-earning projects, etc.

VI. CLOSING—Congratulate officers. Reflect on and evaluate day's activities. Reinforce need to carry out each assignment and that their newly planned calendar of activities should be printed and distributed to all crew members, crew committee members, consultants, and parents.

COOPERATIVE GAMES

WHAT ARE COOPERATIVE GAMES?

Cooperative games emphasize participation, challenge, and fun rather than defeating someone else. Cooperative games emphasize play rather than competition. Cooperative games are not new. Some of the classic games we participated in as children are classic because of the play emphasis. There may be competition involved but the outcome of the competition is not losing and sitting out the rest of the game. Instead, it may involve switching teams so that everyone ends up on the winning team.

OUTDOOR ACTIVE GAMES

Sardines

This can be played anywhere, indoors or out. The goal is similar to "Hide and Seek," except that "it" hides first. Everyone else then tries to find "it." When someone finds "it" they hide in the same spot. The game ends when everyone finds "its" hiding spot.

Blob Tag

A variation of "tag," the persons who are caught join hands with the "it" person to form a blob. As more people are caught, the blob becomes larger. It is probably a good idea to limit the playing area so that the blob does not have to chase people through the neighborhood.

British Bulldog

The playing area is a rectangular open field with well-defined boundaries. One person stands in the middle and is the bulldog. Everyone else stands on one end outside the boundary. When the bulldog is ready, they yell, "British bulldog, one, two, three." Everyone must run from one end of the field to the other. The bulldog must grab people, lift them off the ground and yell, "British bulldog, one, two, three." The caught person then becomes a bulldog also. Eventually everyone will become a bulldog.

Variation: Instead of lifting people off the ground the bulldog can simply hold on while yelling.

Toss the Bird

This is a tag game with a twist. The "bird" can be a knotted towel or some other soft object suitable for throwing. You can have as many as you think are necessary. The point of this is that you can't be tagged if you are holding a bird. People can toss the bird(s) to each other to help "protect" each other from being caught. Obviously you will want to have fewer birds than you have people who are being chased. More than one person can be "it."

—from *The Bottomless Bag*

Caterpillar

Each person lies down on their stomach, side to side, with their arms straight out in front. The person on the end begins to roll over the top of the row of bodies until he or she gets to the end. This can be done as a race, with two teams competing to get to a predetermined point.

—from *New Games*

Eeny-Einy-Over

Remember this classic game? Here's a reminder. All you need is a large building—churches work best—and a medium-size ball. The game begins with two teams, one on each side of the building. One team has the ball and throws it over the building while yelling "eeny-einy-over." The throwing team then runs around the building and tries to tag members of the receiving team. Tagged people join the other team. The receiving team tries to avoid being tagged, of course, and also can throw the ball at members of the throwing team. If they hit anybody the hit persons switch teams. Players are safe when they reach the other side of the building. The game ends when everyone is on the same team.

Variation: Players are safe only when they do a complete revolution of the building.

Flying Dutchman

The group forms a circle and holds hands, with one pair remaining outside the circle. Holding hands, the couple on the outside walks the perimeter of the circle. They choose a point in the circle to break the handhold of two people. When that happens the outside couple runs around the circle in one direction and the couple whose handhold was broken runs in the opposite direction. The couple who loses the race back to the open spot is "it" for the next round.

—from *New Games*

Slaughter

The arena is a circle about 30 feet in diameter with a clearly defined boundary. Two holes about a foot wide are dug out at opposite sides of the circle (substitutes for the holes are appropriate). Everyone takes off their shoes. Balls are placed in the holes, and each team, on their knees, forms a huddle around their own ball. At the signal, both teams try to move their ball into the other team's hole. As long as you're on your knees and within the boundaries of the circle, anything goes. The only other rule is that to neutralize the opponent you can drag your opponent outside of the circle. If any part of their body crosses the line they are out.

—from *New Games*

INDOOR GAMES

Positive Reinforcement

One person is selected to leave the room and should be out of earshot. The rest of the group chooses some action they would like the absent person to perform. When they are ready they call the person back in. The reinforcement means is clapping. By clapping louder or softer they influence the subject to do whatever they want.

—from *Games*

Continuous Story

The rules are simple. One person creates a story line and everybody in turn adds a few sentences until the story is complete or everybody gets tired.

Princess Uggawugga

The purpose of the game is to make your opponent laugh. In pairs, one person starts by saying, "Princess Uggawugga is dead, gone, and deceased." The other person responds by saying "How and when did she die?" The game continues with one person asking questions and the other responding until someone laughs.

Word Whiskers

A word whisker is a time-filler word like "you know," "uh," "er," "em," etc. The object is to try to talk for 30 seconds without using a word whisker. Not talking for more than three seconds is also a word whisker.

—from *Games*

Botticelli

One person is "it." "It" must think of the name of a person or fictitious character. This character is referred to by the initial of his or her last name (e.g., "Mr. F"). The players, in turn, ask "it" yes or no questions in order to discover the name of "it's" character. However, they must earn the opportunity to ask each question by asking "it" to name a character with the same initial in response to their questions. For example, "it" begins play with the statement, "I am thinking of a Mr. B." A player then asks "it" a question such as "Was Mr. B a president?" If "it" cannot name a president whose name starts with B, the player has earned the right to ask "it" one yes or no question for a clue to the character's identity. However, if "it" is able to name a Mr. B who was a president that person forfeits the opportunity to question "it."

The player who correctly guesses the name of "its" character is the new "it."

—from *Games*

Going to the Moon

This is a guessing/deductive game in which the first person establishes a word pattern for everyone else to figure out. He or she says, "I'm going to take (name an object)." Everyone else follows by repeating the same phrase but naming a different object with the same pattern. Patterns could include words that start with the same letter as the speaking person's name, words with double consonants, or words that begin with the last letter of the previous word.

—from *Games*

Hawaiian Hand Clap

The players sit in a circle or a line and count off. Then they set up a 1, 2, 3, 4 rhythm by slapping their knees, clapping their hands, and snapping their fingers—first their right and then their left. Everyone does this in unison. Once the rhythm is established, the first player calls his own number on the first finger snap and someone else's number on the second finger snap. On the next sequence of finger snaps the person whose number was called must then say their own number and someone else's. If he or she misses their turn, says it too early, or says a nonexistent number they have to move to the end of the line. Everyone's number will change as they move up and down the line.

Variation: The people who miss can sit out instead of going to the end of the line. Everyone else always keeps their number for the whole game so that you have to remember which numbers are in and out.

Peek-A-Who Name Game

Materials: One opaque blanket or sheet

Divide into two teams. Have people who are not on either of the teams hold the blanket up by the ends so that it is vertical or perpendicular to the ground. One team will gather on each side of the blanket. One volunteer from each team will crouch down on their knees behind the blanket. When the blanket is dropped each player tries to say the other person's name first. Whoever loses joins the other team. Eventually no one will be left on the losing team.

—from *The Bottomless Bag*

PROBLEM-SOLVING INITIATIVE GAMES

WHAT ARE INITIATIVE GAMES?

Initiative games are fun, cooperative, challenging games in which the group is confronted with a specific problem to solve. In Venturing we use initiative games for two reasons. First, initiative games demonstrate and teach leadership skills to Advisors, which helps to promote the growth of Venturers. Second, initiative games demonstrate a process of thinking about experiences that helps Venturers learn and become responsible citizens.

Happy playing!

The Reversing Pyramid

Have ten people form a 4-3-2-1 horizontal pyramid (like bowling pins). Tell them to reverse the apex and base of the pyramid by moving only three people.

—from *The Bottomless Bag*

Gimme a Leg to Stand On

The goal of this activity is to try to get your group to have a minimum of contact points with the ground. In other words, we want to find out how few legs and arms we have to use to maintain a balance point for, say, five seconds.

—from *The Bottomless Bag*

Popsicle Push-Up

This is a variation of the standard one-person push-up. The easiest way to teach it is to start doing a four-person push-up. The first person should lie down on his or her stomach. The second person should lie down perpendicular to the first, with their feet and ankles over the lower back of the first. The third and fourth persons do the same thing, with the first person's feet over the lower back of the fourth so that the torsos form a square.

The challenge is to have all four people do a push-up at the same time. When they have done this, the goal is to add more people until you are doing a push-up with everyone in the group involved. (It is possible with some creative thinking.)

Variation: A more challenging alternative is to tell the group at the beginning that the goal is to get everybody off the ground with only their hands touching without telling them about any possible solutions like the four-person variation.

The Great Egg Drop

The goal of this activity is to build a structure that will prevent an egg from breaking when it is dropped from a height

of 8 feet. The only materials allowed are twenty straws and 30 inches of ½-inch masking tape. Try to do it with as few materials as possible!

—from *The Bottomless Bag*

Traffic Jam

Materials: Something to mark spaces that individuals in the group stand on (There should be one more space than the number of people in the group.)

In this activity, half of the group stands in a row back to front facing the other half of the group who are also back to front, but, of course, facing the first group. It does not matter if you have an odd number of people in your group and one side has one more person than the other. Everyone should be standing on a marked spot. The empty spot should be in the middle between the two facing groups. The goal of the activity is for each group to exchange places. As you might expect, there are some restrictions on movement. First, only one person moves at a time. Second, a person may not move around anyone facing the same direction. Third, they may not move backward. Fourth, no one can move around more than one person on the other team at a time.

Two by Four

Have eight people line up shoulder to shoulder, alternating male and female, with everyone facing the same direction. The object is to get all the females on one end and all the males on the other. If you prefer you can use some other identification to distinguish alternate people.

Yes, there are some rules. First, the goal is to solve the problem in the fewest possible moves, with a maximum of four moves. It's probably a good idea not to tell them the maximum until they've had a couple of successes at solving the problem. Second, all moves are made in pairs. A pair is you and anyone standing next to you. Third, when a pair moves out of the middle of the group, the empty spot they left must be filled by another pair. Fourth, pairs may not pivot or turn around. Fifth, there should be no gaps in the solution of the problem.

—from *Silver Bullets*

Diminishing Load

The object is to move the group across an open area. To cross the area a person must be carried. The carrier must return and be carried himself. If a carried person touches the ground, the carrier(s) and the carried person have to return.

HOW TO BUY A CAR

Many Venturers own cars or plan to buy one in the near future. This meeting will help them learn what to look for and provide information on registration, credit, and insurance.

Ask a car dealer or sales associate to help with this meeting. Most Venturers will buy used cars. Most car dealers will be delighted to create goodwill among young adults and should be willing to help. This subject could expand to seminar meetings. A mechanic might be asked to show the crew what to look for in a used car.

Try to hold this meeting at a car dealership or a used-car lot so that Venturers can "inspect" various cars.

MATERIALS NEEDED

- Sample of a *Blue Book* containing used-car prices
- Information on safety inspections, contracts, and related items
- Several used cars to inspect (if a dealer can't be secured, cars of parents or crew members could be "inspected")

SUGGESTED AGENDA

- 1. Introduction.** What kind of car should you buy? Discuss price comparisons, economy, "glamour" versus utility, maintenance agreements, and what to look for when inspecting a car.
- 2. Car inspection.** Form the crew into teams of two or three. Have them visually check three used cars and

select the one they believe is the best value. An inspection sheet could be printed using the outline below.

- 3. Reports.** Each team reports on its choice of a best value. Ask the dealer to evaluate their choices.
- 4. Review.** Have the dealer review the following:
 - Odometer law
 - *Blue Book* prices
 - Asking price
 - Terms of sale; financial considerations
 - Warranty (if any)
 - Safety inspection
 - How to get title and license
- 5. Financing.** Discuss where to go for financing: banks, car dealer, finance company, credit union. Can Venturing-age youth get credit?
- 6. Insurance.** What coverage is best? What does it cover? What are typical rates for Venturing-age youth? Cover how to make a claim; discuss appraisals and how settlements are made. What are state and local laws related to having insurance, minimum coverages, uninsured motorist coverage, and regulation of insurance companies?
- 7. Questions and discussion.** Crew members with automobiles could discuss their experiences.

CAR INSPECTION SHEET

Car _____ Model _____ Year _____

Price \$ _____ *Blue Book* Price \$ _____ Serial Number _____

Current Inspection Sticker _____ Mileage _____

Any Body Damage Noted _____

Evidence of Repairs _____

Condition

of:	Good	Average	Fair		Good	Average	Fair
Tires	_____	_____	_____	Seats	_____	_____	_____
Body	_____	_____	_____	Floor	_____	_____	_____
Doors	_____	_____	_____	Steering play	_____	_____	_____
Windows	_____	_____	_____	Pedals	_____	_____	_____
Paint	_____	_____	_____	Oil or water leaks	_____	_____	_____
Upholstery	_____	_____	_____				

JOB INTERVIEWS

Applying for employment is a major interest of all Venturers, whether for part-time work after school or to start a career. This program is designed to help with the techniques necessary to a successful interview and to acquaint Venturers with what their prospective employers might want.

The session should have a role-playing format. Ideally some adults not known to crew members might serve as interviewers—parents, adults from the chartered organization, service club members, or friends of the Advisor. Coach the adults ahead of time to follow the interviewer's guide. If adults cannot be recruited, then pair up crew members, rotating the roles of job seeker and interviewer.

A personnel recruiter or someone from an employment agency might be invited to speak to the crew. If possible, have the speaker bring sample employment applications for crew members to review. Any tests, physical requirements, education, or training required by the organization might be featured. Look for organizations that might hire Venturing-age youth on a part-time basis.

If possible, the crew might meet for an evening in the personnel department of a large firm or an employment agency having testing facilities. People from the firm might be willing to demonstrate testing and interviewing techniques.

MATERIALS NEEDED

Reproduce "Hints for Job Seekers" (below) for each crew member and the interviewer's guide for each interviewer.

SUGGESTED AGENDA

- 1. Introduction to job interviews.** Crew members who have been interviewed might relate their experiences.
- 2. Hints for job seekers.** Someone involved in employment interviewing reviews techniques with the crew.
- 3. Sample interviews.**
- 4. Review of interviewing techniques.** Discuss how crew members might improve. Discuss
 - Where to look for a job
 - Making an appointment
 - Being prompt
 - How to find out about the organization
 - Dress and grooming
 - Getting references
 - Interview tips
 - Testing and resumes
- 5. Closing comments and questions.**

HINTS FOR JOB SEEKERS

1. Review your qualifications and abilities and arrange this knowledge in your mind so that you can present it briefly and clearly during the interview.
2. Beforehand, learn as much as you can about the firm to which you are applying. Do not be afraid to ask questions about the company or the job.
3. Be prompt. Keep your appointment to the minute.
4. Do not take anyone with you when you apply for a job. The employer wants to talk to you.
5. Be neat, clean, and appropriately dressed. Do not over-dress or wear showy clothes. Watch your posture. Do not slouch or yawn.
6. Answer all of the employer's questions accurately, honestly, frankly, and promptly. Never brag.
7. Be able to give a continuous record of all your jobs, dates of employment, wages received, the exact nature of your work, and the reasons you left.
8. When asked, point out the valuable aspects of your training and past experience that will carry over to the job for which you are applying.
9. Be able to give as references the names of at least three responsible and reliable people who know you well.
10. Speak with confidence and enthusiasm. Do not bluff or exaggerate.
11. Avoid any arguments with your prospective employer. Do not criticize others, including past employers or associates.
12. Show proper respect for the person interviewing you. Do not act familiar or insolent with the interviewer.
13. Do not be discouraged if, during your first interview, you become nervous and fail to present yourself favorably. You will improve next time.
14. Even if the prospect of an immediate job is not evident, consider the interviewer's advice regarding future openings. Such suggestions sometimes lead to a job.
15. Follow up the interview with a thank-you letter.

INTERVIEWER'S GUIDE

The following are typical kinds of information that an employer is interested in determining about a prospective employee, so that the employer can make a good decision about how the individual applying for the job might fit into the company.

1. Name, address, telephone, and Social Security number. (Also work permit information if prospect requires one.)
2. Any physical disabilities that might interfere with performance of the job for which prospect is applying.
3. Type of work applied for.
4. Training for this job, education, how much, when, where, and what type.
5. Experience in this or similar jobs.
6. Other employment, when, where, salary, reasons for leaving, and references. Which previous position the applicant liked best and why. Which previous position the applicant liked least and why.

7. Salary expected.
8. Date available to start work.
9. What hours prospect can work, if applicable.
10. Three character references.

TYPICAL JOB INTERVIEW

Using the interviewer's guide, conduct a brief interview between a Venturer and a member of the activity committee, for the position indicated in the typical help-wanted ad. Cover "Hints for Job Seekers" in the interview.

Typical Help-Wanted Ad

COUNTER HELP—Prepare food, wait on tables.
Apply ABC EATERY, 123 Main, Monday–Friday,
9–11 a.m.

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 the world.**



BOY SCOUTS OF AMERICA
1325 West Walnut Hill Lane
P.O. Box 152079
Irving, Texas 75015-2079
<http://www.bsa.scouting.org>

Comparison of Boy Scouting and Venturing

PROGRAM DIVISION	BOY SCOUTING			VENTURING	
Symbol					
Unit Type	Boy Scout Troop	Venture Patrol within a Troop	Varsity Scout Team	Sea Scout Ship	Venturing Crew
Membership	Boys ages 11* through 17	Boys ages 13 through 17	Boys ages 14 through 17	Young men and women ages 14 (and completed 8 th grade) through 20	
Members are	Boy Scouts	Boy Scouts	Varsity Scouts	Sea Scouts	Venturers
Activity Area	Boy Scout Outdoor Program	Boy Scout outdoor program with emphasis on high adventure & sports activities		Sailing/Boating, Seamanship	Determined by Crew and/or Charter Organization
Uniform	Boy Scout tan uniform shirt with olive trousers or shorts			white jumper and trousers ship may select full dress and work uniforms	optional; crew defines**, if any BSA offers green uniform shirt worn with green shoulder loops and gray trousers or shorts
	red shoulder loops		orange loops		
		Venture strip	Varsity strip		
Adult Leader	Scoutmaster	Asst SM Venture	Coach	Skipper	Advisor
Youth Leader	SPL	Venture PL	Captain	Boatswain	President
Training	Troop Leadership Training National Youth Leadership Training			SEAL	VLSC, Kodiak, Kodiak-X
Advancement Program	Ranks: <i>Tenderfoot, Second Class, First Class, Star, Life, Eagle</i> Eagle Palms: <i>Bronze, Gold, Silver</i> Merit Badge Program: <i>121 Merit Badges covering a wide variety of fields of skills, knowledge, hobbies and vocations</i>			Ranks: <i>Apprentice, Ordinary, Able, Quartermaster</i>	No Ranks, No Merit Badges
				Venturing Bronze Awards (five areas): <i>Sports, Outdoor, Arts & Hobbies, Religious & Community Life, Sea Scout</i> Expert Level Skill Awards: <i>Quest, Trust, Ranger</i> Leadership/Growth Awards: <i>Venturing Gold, Venturing Silver</i> Provision for continuing Boy Scout Advancement***	
Recognition	National Honor Patrol	Venture Letter & activity pins	Varsity Letter & activity pins Denali Award	Sea Scout Recognitions incl. Small Boat Handler, Qualified Seaman, Long Cruise	Crew determines
	Firem'n Chit, Totin' Chip, Paul Bunyan Woodsman			Any significant achievement in the life of a Venturer (e.g. school, sports, arts, community, church); Venturing Leadership Award.	
	religious, camping (National Camping Award), aquatic (Lifeguard, Snorkeling, Mile-Swim, Boardsailing), meritorious action (Lifesaving), conservation (World Conservation, Hornaday), physical fitness, emergency preparedness, Young American, trail awards (Fifty-Miler, Historic Trails), High Adventure, Recruiter, Interpreter, Den Chief Service, Training, council authorized and others				
OA	First Class with camping requirements - eligible for election			Not eligible for election, but can maintain existing membership	
National Jamboree	Age 12+ and First Class Rank or above may participate			Cannot participate. Age 16+ may serve as youth staff	

* A boy may join a Boy Scout Troop at age 10 if he has either graduated the 5th grade or has earned Arrow of Light.

** While a crew may define its uniform, it may not select the Boy Scout tan shirt or olive pants. Green loops are never worn on the tan Boy Scout uniform shirt.

*** A boy under age 18 who has previously earned First Class rank (in a troop or team) may pursue Boy Scout advancement as a member of a crew or ship.



VENTURING



BSA has steadily expanded the reach of its value-based programs

- 1910 Boy Scouting
- 1912 Sea Scouting
- 1935 Cub Scouting
- 1950 Exploring for young men 14-20 who wanted senior Scouting
- 1971 Coed Exploring- Young women ages 14-20 joined now more career oriented posts
- 1991 Learning For Life - BSA Subsidiary
- 1998 Venturing - Coed ages 14-20 - Outdoor oriented senior scouting

Here's Venturing

- The young adult program of the BSA for men and women 14 (who have completed the 8th grade) through 20 years of age.
- Youth member is a “Venturer”
- Venturing units are “Crews”
- Venturing adults are “advisors”
- Youth leader is the “president”
- \$7 membership fee - same chartering process

Venturing/Exploring

<u>Venturing</u>	<u>Exploring</u>
Application	Rosters
Members	Participants
Leadership Standards determined by BSA	Leadership Standards determined by Participating Organization
Oath and Code	None
Advancement	Awards and Recognition
Hobby, religious, sports Outdoor based Education	Career

Venturing/Venture

What's the Difference?

Venture Patrol

- Optional patrol of a troop
- Male only
- Ages 13-17
- Boy Scout advancement only
- Venture Patrol Leader, Assistant Patrol Leader

- Good transition to Venturing



Venturing Crew

- Stand Alone Unit
- Coed, all male, or all female
- Ages 14-20
- 5 Bronze Awards, Gold, Silver, Ranger, Quartermaster & Boy Scout advancement above 1st class for male Venturers

- President, two VP positions, Secretary, Treasurer, Activity chairs

Does Venturing Have a Required Uniform?

- The recommended uniform is the spruce green Venturing shirt with green epaulette tabs and gray backpacking-style shorts or gray casual pants.
- However, the uniform, if any, is the choice of the crew.

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.

The following literature is available at your Scout Shop

- *Venturing Leader Manual*
- *Ranger Guidebook*
- *Venturer Handbook*
- *Venturing Leadership Skills Course*
- *Venturing Roundtable Guide*
- *Here's Venturing - Operations Guide*
- *Recognition Certificates and Awards*
- *Venturing Advancement Chart*
- *Venturing Leader Specific Training*
- *Sea Scout Manual*

Venturing Videos

1. *Selling Venturing to the Head of an Organization*
2. *Briefing the Organizing Committee*
3. *New Crew Fast Start*
4. *Venturing For Scoutmasters*
5. *Venturing Professional Orientation*
 1. *Venturing For Religious Youth Groups*
 2. *Sea Scouts: Chart a Course for Life*

Youth Protection Videos

- *Youth Protection - Personal Safety Awareness (for Youth)*
- *Youth Protection Training for Adult Venturing Leaders*

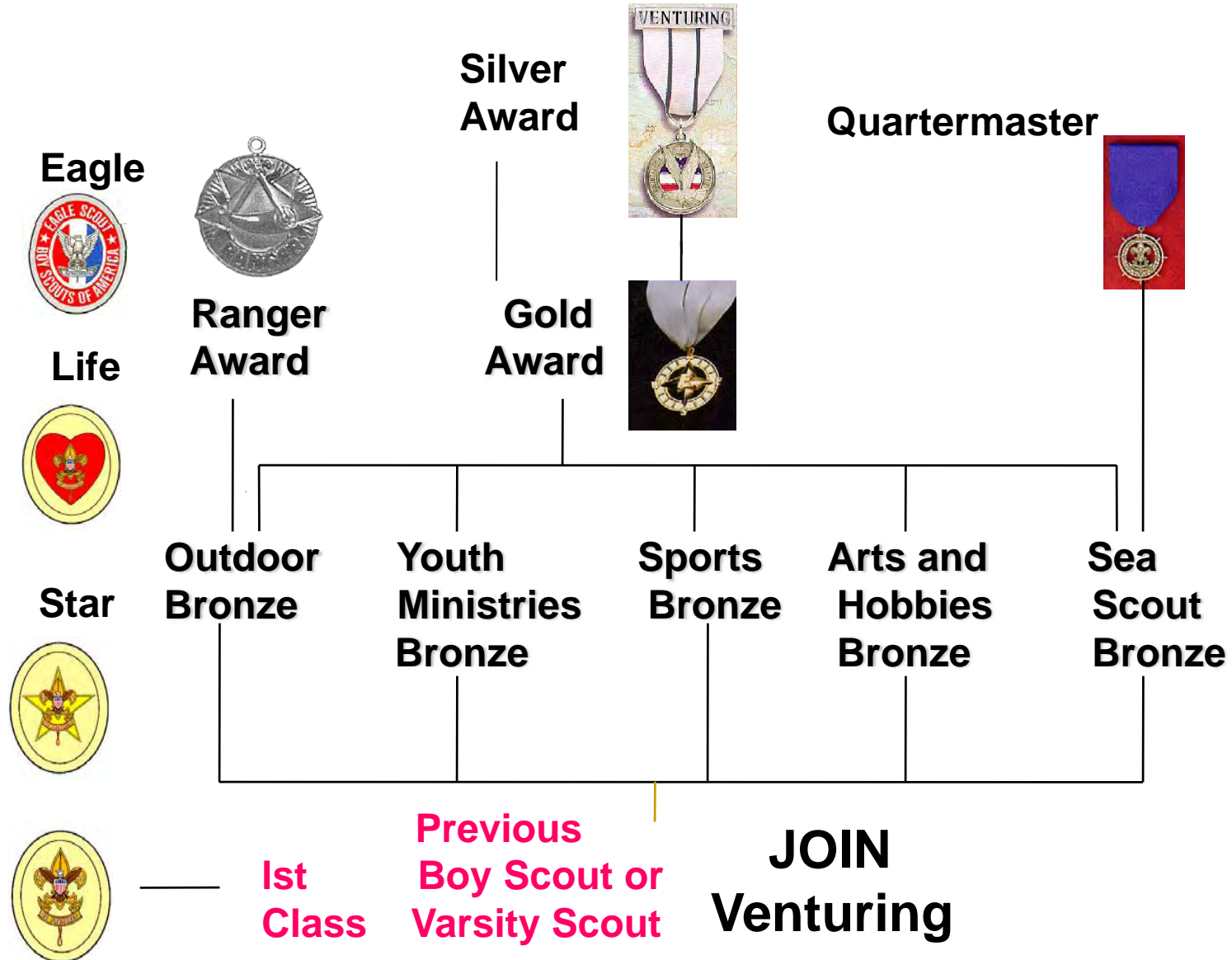
Venturing Training

- Fast Start
- New Leader Essentials
- Venturing Adult Leader Basic Training
- Powder Horn (High adventure resource management training now in councils.)

Venturing Recognition

- National Venturing Leadership Award for youth and adults- 3 levels
- Venturing Advisor Award of Merit

Venturing Advancement



The Ranger Program



- Rangers are elite outdoorsmen
- Ranger are required to teach what they've learned to others
- Rangers work with their advisor and consultants

Ranger Core Requirements

1. Standard First Aid plus *When Help is Delayed*
2. Communications
3. Cooking
4. Emergency Preparedness
5. Land Navigation
6. Leave No Trace
7. Wilderness Survival
8. Conservation

Ranger Electives

(Must earn 4 of 18)

- Backpacking
- Cave Exploring
- Project COPE
- Mountain Biking
- First Aid
- Fishing
- Ecology
- Equestrian
- Hunting
- Lifesaver
- Mountaineering
- Outdoor Living History
- Physical Fitness
- Plants & Wildlife
- Scuba
- Shooting Sports
- Watercraft
- Winter Sports

Boy Scout Troops



Venturing Crews

Character, Citizenship, Fitness

The aims of the BSA's 3 Programs

Boy Scout Methods

Patrol Method

Adult Association

Leadership

Scouting Ideals

Outdoors

Advancement

Personal Growth

Uniform

Venturing Methods

Group Activities

Adult Association

Leadership

Scouting Ideals

High Adventure

Recognition

Teaching Others

Why Should a Troop Consider a Venturing Crew?

- The Venturing program complements the Boy Scout troop. It adds exciting new advancement and leadership opportunities for your older boys.
- It allows flexibility, so boys can participate in both programs.
- Venturing can help solve many of the Scoutmaster's challenges.
- It meets the wants and needs of 14 to 21 year old young men.
- It provides a scouting program for daughters of scouting families.

Scoutmaster Challenges

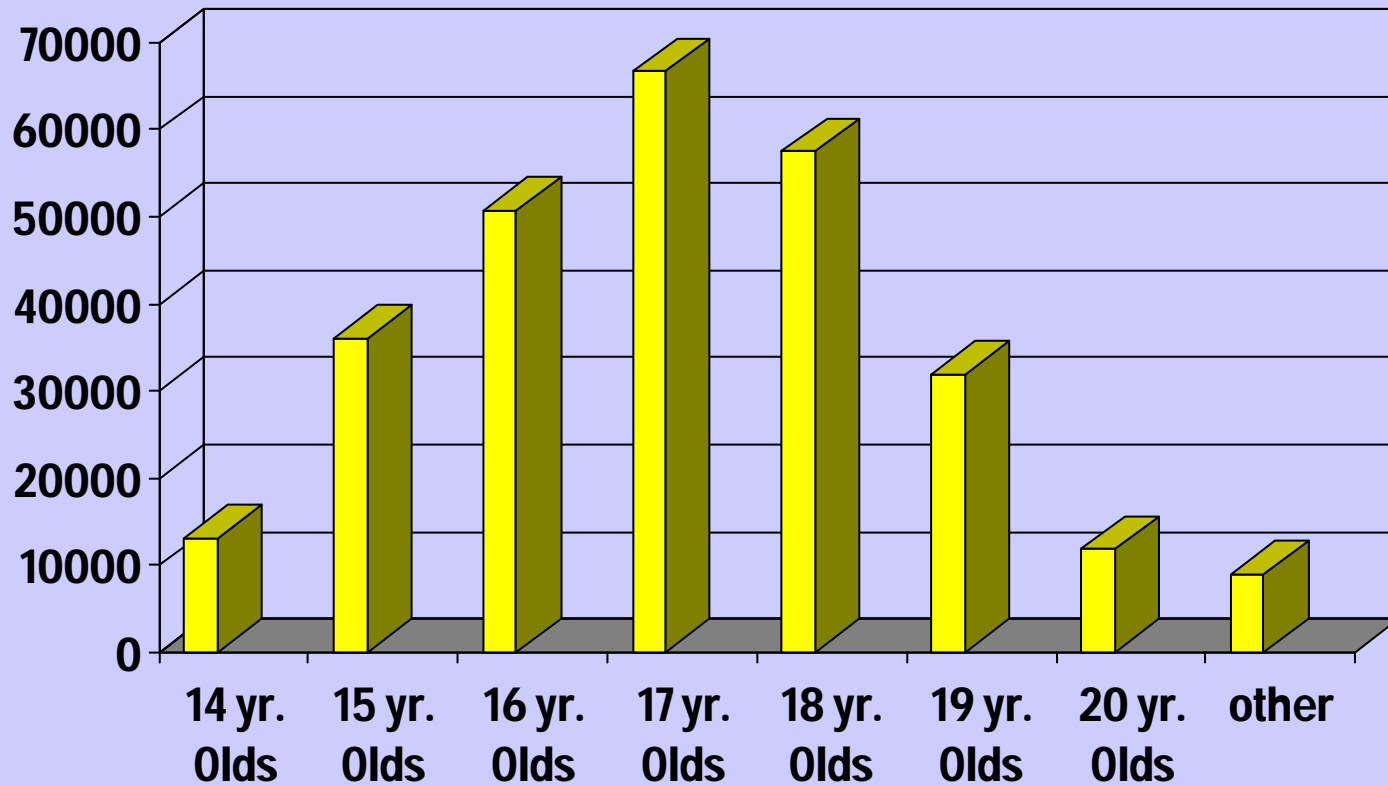
- Keeping 14 to 18 year old Boy Scouts “engaged” in the troop.
- Challenging older Boy Scouts, while at the same time, trying to attract and retain younger Boy Scouts.
- Competing with older Boy Scouts’ interests; cars, girls, high school.
- Providing leadership/role model opportunities to all older Boy Scouts.
- Giving younger Boy Scouts something to anticipate beyond the troop
- Consistently offering exciting program.

National BSA Statistics

- Average Boy Scout is 14 years and 1 month old
- Average Eagle Scout is 16 years and 2 months old
- Average Boy Scout attendance at summer camp is 2.8 years

Ages of Venturers

Year 2001



14 to 18 Year Old Boys Want:

- Challenging physical activities with boys their own age.
- Recognition of their “older” status.
- Activities with girls.
- Control of their environment.
- Independence.
- To explore and experience their world.
- A sense of belonging and acceptance from their peer group, inclusion in a “gang.”

14 to 18 Year Old Boys Need:

- Consistent adults that “Walk their talk.”
- Character and ethical education outside the classroom.
- Positive adult role models, male and female.
- Opportunities to become proficient at something.
- Leadership opportunities.

The image shows the Boy Scout Eagle Award, which consists of a silver eagle with its wings spread, perched on a base. The eagle is suspended from a ribbon that is divided into three vertical stripes: red on the left, white in the center, and blue on the right. A banner at the top of the ribbon contains the words "BE PREPARED". The letters "B S A" are visible on the eagle's chest.

Male Venturers May Continue To Work Toward Eagle

- Must be at least a First Class earned as a Boy Scout or Varsity Scout.
- Requirements remain the same.
- Board of review can be conducted by the troop or crew.
- If registered in both the troop and crew, can receive multiple credit for many Bronze, Gold, Silver and Ranger requirements.
- May use crew leadership positions and participation.

What Does Venturing Offer Older Boy Scouts In Your Troop?

- New advancement opportunities for boys interested in progressing beyond Eagle.
- New, exciting awards and recognition for boys out of the advancement loop.
- Activities with boys and girls their own age.
- New leadership skills training for all members.
- Venturers give leadership to the troop through the Ranger program, etc.

How Does a Troop and a Crew Work Together?

- Scouts ages 14 to 18 and adult leaders can be members of both units; primary registration in the troop and multiple in the crew.
- The crew meets separately from the troop twice each month and has occasional activities with the troop and many on their own.
- Venturers in the troop, (especially troop leaders) are expected to participate in both units.
- Venturers teach and provide program.

Continued...

- Recruit an Assistant Scoutmaster or committee member to serve as Crew Advisor.
- Utilize existing merit badge counselors as consultants for the Ranger Award.
- Utilize troop advancement chair to help conduct crew reviews for the Gold and Silver Awards.
- Venturers can wear distinctive uniforming and maintain the same unit #.
- Younger Boy Scouts think of the crew as extension of the troop.

Kemblesville, Pennsylvania

Gary Schroeder-Scoutmaster, Troop 62

Advisor – Crew 62

- SM of troop with 75 boys
- Normally boys get Eagle and disappear
- Took 4 years to get a youth-run troop, with new Crew it happened on the first camp-out
- Older boys wanted more challenge, they asked SM to help them start a crew. Crew began June 2001 with 26 members, 13 girls, all Juniors in High School.
- How Crew has strengthened Troop 62:
 - 1. Keeps older boys semi-active vs inactive
 - 2. Boys are energized to do Eagle Projects
 - 3. Boys get seal of approval from girls
 - 4. Gives 14-15 year olds something to anticipate

- “Our experience in keeping older Scouts active with the troop has been to offer them the age appropriate opportunities of Venturing.
- The reality is that if your older boys are not given high adventure opportunities, they will simply leave Scouting all together. One troop in our area lost nearly all their teens from lack of interest, started a Venturing crew and they all came back with renewed enthusiasm, many finished their Eagle awards.
- The fumes (gasoline and perfume) and other competitions for teen interests take their toll and relatively few older Scouts remain active with troops, especially if they have attained Eagle and feel that there is nothing more for them to do in the troop.” Bob Amick - Boulder, Colorado

Lincoln, Nebraska

Marge Klein, Associate Advisor, Crew 316

“Crew 316 started in October 1998. We have 15 boys and 6 girls.

We have a list of 13 year old boys and girls wanting to join our crew when they get old enough.

Our crew rule for Boy Scouts wishing to join is they must maintain registration and leadership in our troop. Twelve of our boys earned Eagle in January 2000.

Since we started our crew, we explored caves with the University of Missouri caving club, went rappelling with the University of Nebraska climbing club, did whitewater rafting, snow skiing, and scuba diving.

Our boys sit down with the girls when they join and teach them “basic scouting” from the Boy Scout Handbook.

We have made presentations for the Ranger program to packs, troops, Girl Scout Troops, and at roundtables.”

Michael Brown - Crew 1838

- “Adults need to understand what we are here for. We are here for the boys, not the other way around. The Troops exist FOR the boys, not the other way around. If the troop does not have a program that interests the older boys, why deny them the chance to go to a program that will interest them? “
- “As a Scoutmaster I understood the reasons for having both the programs and that the troop could not do the same job for older boys as either Venturing or Sea Scouting.”

Alexandria, Virginia

Cooper Wright- Crew Advisor

“Our crew continues to grow. We recently awarded our fourth Eagle this year, and have already presented two Bronze awards and one Gold award. I expect that we will award two more Bronzes, three more Golds, one Silver and one Ranger in January. During November, the crew participated in Scouting for Food and sorted 9,000 lbs. of food.

You got to think outside the box. The folks that fail are the rule bound, advancement bound, uniform bound Scouters who have taken their office management style and applied it to youth. It doesn't work.”

Hartford, Connecticut

Michael Sobol, Advisor of Crew 57

- “I am the Scoutmaster of Troop 57. My 18 year old son approached me about organizing a Venturing crew. Apparently he had been down to the council service center and picked up some information about Venturing. He handed me a new unit application and seven completed youth applications.
- I agreed to be the Advisor of a new Crew 57. My son wants to earn everything Venturing has created. He had already earned everything Boy Scouting had to offer.
- His girlfriend also joined the crew. My crew consists of 7 boys and one girl currently.
- My Venturers have been teaching the Ranger skills to the troop. It has benefited both the troop and the crew.”

Girls just want to have fun...

- Female Venturers successfully participate in all high adventure activities (60 mile bike rides, backpacking, Mile Swim in the Pacific Ocean, and winter snowboarding).
- Venturers, male and female, assist the troop's Leadership Corps in preparing and teaching the younger boys.
- The crew provides older scouts (who otherwise become disinterested in scouting at the age of driving and dating) with a program that retains their interest by allowing them to pursue higher adventure with female peers and friends. Co-education fosters mature, responsible and respectful relationships.
- **C.T. Zacharczuk, Advisor- Crew 3712, Van Nuys, CA**

What Are Venturers Saying?

- Sean Luther - 17 year old in Crew 28 and Troop 28, Pittsburgh, PA. serves as Senior Patrol Leader in Troop 28 and Crew President in Crew 28. Sean believes that the leadership skills learned in Venturing have helped him be a better Senior Patrol Leader. Venturing has also provided new experiences that he would not have experienced if he was only in the troop.
- Adrian Johnson - 16 year old in Crew 414, Philadelphia, PA. Before joining Venturing she was thinking about joining the Air Force after high school. She has served as a leader in Venturing for the past 12 months. She believes that the leadership skills learned in Venturing and the increased confidence gained has helped her set new goals. She has now applied to the Air Force Academy.

What Are Venturers Saying?

- “All of our crew has the Outdoor Bronze Award and three have earned Ranger. Three of us girls are former Girl Scouts who love the leadership and high adventure of Venturing. Having the influence of girls does help, not only because we tend to be more mature at the same age, but because we aren't about 'Macho'. The boys don't feel that they have to compete against us, so they participate with us.”
- Jamie Soetaert, President, Crew 2000, Monterey, CA

North Olmsted, Ohio

Erica Sheehan, Venturer, Secretary, Crew 630

“My crew has been in existence for about a year and I can honestly tell you it has been one of the best experiences of my life.

I am the sister of a Star Scout and have been surrounded by Scouting’s morals and values for years.

On our first campout in March it went down to 10 degrees. We learned from experience how to pack for winter camping.

In June we went on our first ten mile canoe trip, we had a blast.

In all our outdoor activities I have learned how important it is to work together and that if there is one person not working to their ability the rest of the crew can’t function to it’s potential.

The COPE experience was THE bonding experience of my life and I was on a natural high for days.

We’re all now motivated to work as hard as possible in everything we do, in Venturing, at home or in school.”

Fullerton, California

Amanda Delaney and Christina Canino, Crew 214

- Crew 214 was organized in June of 1998, it has 15 boys and 15 girls, chartered to a Presbyterian Church in Fullerton, California.
- Activities include backpacking, rock climbing, snowboarding, skiing, and COPE.
- Our members adopted the spruce green shirt as our formal uniform. We designated a navy blue t-shirt with our own logo as an activity uniform.
- “We’re all like brothers and sisters, we trust each other.”
- “We set our own rules; no boy/girl buddy system, go in threes in mixed company.”
- “Venturing is more than we expected.”
- “The guys have seen me on campouts without my makeup on and they still like me.”

AGE-APPROPRIATE GUIDELINES FOR SCOUTING ACTIVITIES

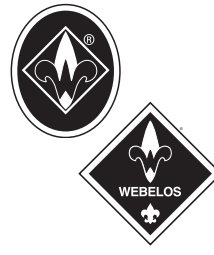
Age- and rank-appropriate guidelines have been developed based on the mental, physical, emotional, and social maturity of Boy Scouts of America youth members. These guidelines apply to Cub Scout packs, Boy Scout troops, Varsity Scout teams, and Venturing crews.



TIGER CUBS
(WITH ADULT PARTNER)



WOLF/BEAR
CUB SCOUTS



WEBELOS
SCOUTS



BOY SCOUTS



**OLDER BOY SCOUTS,
VARSITY SCOUTS,
AND VENTURERS**



OUTDOOR SKILLS

Camping—Day					
Camping—Family					
Camping—Resident					
Camporees			Visit Only		
Conservation Projects					
Cooking Outdoors					
Fire Building					
Fishing					
Fueled Devices					
Hiking—Day					
Hiking—Multiple Day					
Horseback Riding					
Hunting					Venturers Only
Map and Compass	Map Only				
Mountain Bike Day Rides					
Mountaineering/Scrambling/ Cross-Country Travel					
Orienteering					
Pioneering					
Rope Bridges (Check requirements for height restrictions.)					
Survival Training					
Winter Camping					



SPORTS

Field/Wide Games					
Flag Football					
Gymnastics					
Ice Hockey					
Ice Skating					
Martial Arts—Defensive					
Roller Blades/Skates					
Scooters—Nonmotorized					
Skateboarding					
Skiing/Snowboarding					
Sledding/Tubing					
Soccer					
Street Hockey					



TOOLS

Axes					
Bow Saws					
Hand Ax					
Hand Tools					
Pocketknife					
Power Tools					



TREKKING

Backpacking—Overnight, Backcountry					
Bike Treks—Day Ride					
Bike Treks—Multiple Overnights					
Horse Treks					
Search and Rescue Missions					
Search and Rescue Practice					
Ski Touring—Multiple Days and Nights Carrying Gear					

AGE-APPROPRIATE GUIDELINES FOR SCOUTING ACTIVITIES

Age- and rank-appropriate guidelines have been developed based on the mental, physical, emotional, and social maturity of Boy Scouts of America youth members. These guidelines apply to Cub Scout packs, Boy Scout troops, Varsity Scout teams, and Venturing crews.



TIGER CUBS
(WITH ADULT PARTNER)



WOLF/BEAR
CUB SCOUTS



WEBELOS
SCOUTS



BOY SCOUTS



OLDER BOY SCOUTS,
VARSITY SCOUTS,
AND VENTURERS



VEHICLES

Driving Derbies

Motorized Off-Road Bikes

(ATVs are banned from program use and unit activities.)

Snowmobiles



AIRCRAFT

Commercial Flight Experience

Ground School

Hands-On Flying Experience

Orientation Flight



SHOOTING

.22 Rifle

Archery—Field

Archery—Target, Action (Moving targets)

Council/District Outdoor Programs Only

BB Guns

Council/District Outdoor Programs Only

Catapults

Shotgun

Slingshots

Council/District Outdoor Programs Only



AQUATICS

Canoeing—Flat Water

Council/District Outdoor Programs Only

Canoeing—Flowing Water

Kayaking—Flat Water

Council/District Outdoor Programs Only

Kayaking—Flowing Water

Motorboating—Adult Operated

Council/District Outdoor Programs Only

Motorboating—Youth Operated

Rafting—Flat Water

Council/District Outdoor Programs Only

Rafting—Flowing Water

Rowing—Flat Water

Council/District Outdoor Programs Only

Rowing—Flowing Water

Sailboarding

Sailing—Adult Operated

Council/District Outdoor Programs Only

Sailing—Youth Operated

Discover Scuba Training

Scuba

Snorkeling (For swimmers only)

Surfing

Swimming

Tubing (Floating in an inner tube)

Waterskiing



CLIMBING

Belaying

Bouldering

Caving (Other than simple novice activities)

Climbing—Commercial or Horizontal Wall

Climbing—Rock

Climbing—Vertical Wall or Tower

Initiative Games

Lead Climbing

Project COPE

A Few Low-Course and High-Course Activities

Rappelling

Snow and Ice Climbing

VENTURING

METHODS

The seven **Venturing Methods** listed below have been carefully designed to achieve the Aims of BSA (to build character, develop citizenship and foster personal fitness) and to meet the specific needs of high school and college-aged young adults.

- **LEADERSHIP-** All Venturers are given opportunities to learn and apply proven leadership skills. A Venturing crew is led by elected crew Officers. The Venturing Leadership Skills Course (VLSC) is designed for all Venturers and helps teach in an active way to effectively lead.
- **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.
- **ADULT ASSOCIATION-** The youth Officers lead the crew. The Officers and activity chairs work closely with adult Advisors and other adult leaders in a spirit of partnership. The adults serve in a "shadow" leader capacity.
- **RECOGNITION-** Recognition comes through the Venturing Awards & Recognition Program, and through the acknowledgment of a youth's competence and ability by peers and adults.
- **THE IDEALS-** Venturers are expected to know and live by the Venturing Oath and Code. They promise to be faithful in religious duties, treasure their American heritage, to help others and to seek truth and fairness.
- **HIGH ADVENTURE-** Venturing's emphasis on high adventure helps provide team-building opportunities, new meaningful experiences, practical leadership application, and life-long memories to young adults.
- **TEACHING OTHERS-** All of the Venturing Awards require Venturers to teach what they have learned to others. When they teach others often, Venturers are better able to retain the skill or knowledge they taught, they gain confidence in their ability to speak and relate to others and they acquire skills that can benefit them for the rest of their lives as a hobby or occupation.

Venturer essentials



- 1 Venturing Twill Cap**
58725 21.49
- 2 Venturing Brimmed Cap**
M – XL
58727 19.99
- 3 Short-Sleeve Shirt**
54991 – 94 32.99
54995 – 97 34.99
- 4 Short-Sleeve Blouse**
54891 – 94 32.99
54840 – 44 34.99
- 5 Trousers**
58724 – 56 36.49
- 6 Shorts**
58624 – 56 31.49
- 7 Venturing Shoulder Loops**
Green.
00678 1.99
- 8 World Scout Crest Emblem**
00143 1.49
- 9 Venturing Emblem**
04038 4.19
- 10 Official Council Shoulder Insignia**
Pricing varies.
See scoutstuff.org for a full list of CSIs.
- 11 Unit Numerals**
Numbers 0 through 8 (invert 6 for 9)
10400 – 08 1.19 ea.
- 12 Venturing Badges of Office**
(8 offices listed on page 35 of Insignia Guide, No. 33066)
Venturing Advisor 04040 4.19 ea.
Venturing Associate Advisor 04042 4.19 ea.
Venturing President 04215 4.19 ea.
Venturing Treasurer 04218 4.19 ea.
- 13 Venturing Web Belt**
58731 8.99
- 14 Venturing Buckle**
58729 15.49
- 15 Venturing Socks**
58791 – 94 13.49/pr.
58795 14.99/pr.



Venturer/Ranger Handbook

- 33494C (Shown) 14.99
- Venturing Leader Manual 34655E 15.99
- TRUST Handbook 33154 14.99
- Quest Handbook 33151 19.99
- Sea Scout Manual 33239C 19.99



For sizing details and more information, visit



BSAUNIFORMS.ORG

Venturing Youth Badges

In August of 1998, the Boy Scouts of American established the Venturing Division. Exploring which was established 40 years earlier had been the last new Division. With the establishment of Venturing, the career-path Exploring program was moved to a subsidiary of the Boy Scouts of American called Learning for Life.

Crew Office Insignia

When Venturing began, the four youth positions carried over from Exploring. They were:



President



Vice President



Secretary



Treasurer

These positions had been a part of Exploring since 1959 and had been round red badges as today's Advisor badge since 1987. However, with the change to Venturing, the youth badges were changed to white backgrounds with Venturing green borders.

In 2006, three additional Crew positions were shared by Amy DiFrancesco, 2005-06 National Venturing President (www.nationalventuringyouthcabinet.org/files/positions.pdf):



Crew Guide



Crew Historian



Crew Quartermaster

Other Office Insignia

As a carry over from Exploring, Venturing also had National officers. These were the National and Regional Venturing Presidents. Beginning in 2001, the National Sea Scout Boatswain became a member of the National Venturing Cabinet so that position badge is included here for completeness.



National President
(2000)



Regional President
(2002)



National Boatswain

Additional Venturing President position badges were added in 2007. These positions are not part of the National Venturing Youth Cabinet.



Area President (2007)



Council President (2007)



District President (2007)

The National, Regional, Area and Council Venturing President badges have green metallic borders. These President badges must be requested by calling Sharon Aycock in the Venturing Division at (972) 580-2084.

Nature of Leadership

This is a three phase training program to develop Venturer's leadership skills. The first phase is the Venturing Leadership Skills Course (VLSC) which was introduced in 1998. In 2001, a VLSC strip was introduced. The strip is similar in size to the Trained strip and is worn in the same location, below the office badge on the left sleeve.



The second phase is Kodiak. The original name for Kodiak was Nature of Leadership which began in 2001. In 2004, the course was renamed Kodiak and in 2005 a Kodiak badge and medal were introduced. In 2006, a Kodiak Staff badge was added.



Kodiak



Kodiak Staff

The third phase is Kodiak X. The badge for Kodiak X and Kodiak X Staff were introduced in 2007 along with a medal.



Kodiak X



Kodiak X Staff

All Nature of Leadership badges are intended for Venturers only. Adults, who have taken the Kodiak/Kodiak-X Course Directors Course and are promoting Kodiak or Kodiak X course, may temporarily wear the medal.

References

1. Venturing Badges – www.sageventure.com/history/venturing/
2. Senior Scout Programs Overview – www.geocities.com/Yosemite/Falls/8826/overview.html
3. New Crew Positions, 2006 – www.nationalventuringyouthcabinet.org/files/positions.pdf

VENTURING BRONZE AWARD



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Background and Purpose

One of the strengths of the Venturing program is its ability to meet the interests of all Venturers. Sometimes Venturers like to investigate new, different areas. Variety in a crew always seems to make it more fun to go to meetings and outings. Also, Venturers probably have many interests or would like to have more. Because of that desire, and to provide a pathway to many different experiences, the Venturing awards program is offered.

There are five different Venturing Bronze awards: Arts and Hobbies, Outdoor, Sea Scouts, Sports, and Religious Life. All five Bronze awards contain the common elements of experience, learning a skill, and sharing experiences and skills with others. Earning at least one Venturing Bronze Award is required for the Venturing Gold Award. The Venturing Bronze Award is designed as the first tier in the advancement track for Venturers so they can acquire usable skills that will carry them along the trail to the Venturing Silver Award.

Requirements

For the awards in Arts and Hobbies, Sports, or Religious Life, a Venturer must complete at least nine of 12 requirements for each of those three areas. For the Outdoor award, Venturers must complete at least four core requirements and two electives that are found in the Ranger Award requirements. For the Sea Scout award, Venturers must complete half the requirements for Sea Scouting's Quartermaster Award (Ordinary rank).

Below are two sample requirements:

Sports: Demonstrate by means of a presentation at a crew meeting or a Cub Scout or Boy Scout meeting that you know first aid for injuries or illnesses that could occur while playing sports.

Religious and Community Life: Produce or be a cast member in some type of entertainment production with a religious or ethical theme (such as a play, puppet show, or concert) for a children's group, retirement home, homeless shelter, or Cub Scout or Boy Scout group.

Procedure

Venturing Bronze Award candidates may have their crew Advisor or a specialty consultant approve or sign off on a completed requirement. Requirements for the awards in Arts and Hobbies, Sports, and Religious Life, as well as the Venturing Gold Award can be found in chapter 10 of the *Venturer/Ranger Handbook*, No. 33494C. Requirements for the Sea Scout award can be found in the *Sea Scout Manual*, No. 33239C. The requirements for the Outdoor award can be found in the *Venturer/Ranger Handbook*. There is no committee review for Venturing Bronze awards.

Recognition

The Venturing Bronze Award is a colorful, campaign-style ribbon that may be worn on the Sea Scout or Venturing uniform. If all five are earned, all five may be worn on the uniform. The ribbons have an icon representing the area in which it was earned superimposed on the ribbon.

Award Medal, No. 04223
Certificate, No. 33666
Pocket Certificate, No. 33649

Ribbons: Outdoor, No. 4200F
Sports, No. 4200C
Religious Life, No. 4200D
Sea Scouts, No. 4200E
Arts and Hobbies, No. 4200B



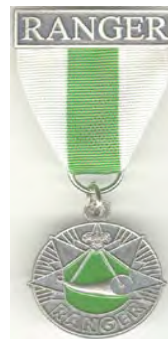
OUTDOOR BRONZE AWARD REQUIREMENTS*

For the Outdoor Bronze Award, complete at least four core requirements and at least two electives.

	Date	Advisor's Initials
Do four of the following core requirements:		
1. Standard First Aid	_____	_____
2. Wilderness Survival	_____	_____
3. Communications	_____	_____
4. Leave No Trace	_____	_____
5. Cooking	_____	_____
6. Land Navigation	_____	_____
7. Emergency Preparedness	_____	_____
8. Conservation	_____	_____
Do two of the following elective requirements:		
1. Backpacking	_____	_____
2. Cave Exploring	_____	_____
3. Cycling/Mountain Biking	_____	_____
4. Ecology	_____	_____
5. Equestrian	_____	_____
6. Hunting and Fishing	_____	_____
7. Lifesaver	_____	_____
8. Mountaineering	_____	_____
9. Orienteering	_____	_____
10. Outdoor Living History	_____	_____
11. Physical Fitness	_____	_____
12. Project COPE	_____	_____
13. Scuba Certification	_____	_____
14. Shooting Sports	_____	_____
15. Watercraft	_____	_____
16. Wildlife	_____	_____
17. Winter Sports	_____	_____

*Details on these requirements can be found in the *Ranger Guidebook*, No. 3128

VENTURING RANGER AWARD



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Background and Purpose

High adventure and the outdoors have always been of interest to young Americans as well as an important part of the BSA program. Because of the attraction of high adventure, the Ranger Award is available to all Venturing youth members of the Boy Scouts of America.

The purpose of the award is to encourage Venturers to achieve a high level of outdoor skills proficiency; recognize achievement of this high level of outdoor skills proficiency; provide a path for outdoor/high-adventure skills training; and establish Rangers as a highly trained leadership resource for crews, Cub Scouts, Boy Scouts, and the community.

The Ranger Award exemplifies a challenging high-level outdoor/high-adventure skills advancement program. Once earned, it will identify a Ranger as a person who is highly skilled at a variety of outdoor sports and interests, trained in outdoor safety, and ready to lead or assist others in activities. Rangers can be a great program asset to Cub Scout packs, Boy Scout troops, and others.

Requirements

Ranger candidates must complete eight challenging core requirements:

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

And four of 18 challenging electives:

Backpacking	Mountaineering
Cave Exploring	Outdoor Living History
Cycling/Mountain Biking	Physical Fitness
Ecology	Plants and Wildlife
Equestrian	Project COPE
First Aid	Scuba
Fishing	Shooting Sports
Hunting	Watercraft
Lifesaver	Winter Sports

Note

Venturers who have received the Outdoor Bronze Award need to complete only four more of the core requirements and two more electives to qualify for the Ranger Award.

Procedure

Ranger candidates can earn requirements. They can work on their own or with other Venturers. A crew may also work together. Candidates can work with outside consultants such as a scuba diving instructor, for instance. Advisors and consultants must sign a Ranger candidate's record sheet found in the *Venturer/Ranger Handbook*, No 33494C.

Recognition

After months of experiencing and acquiring skills on a wide variety of outdoor/high-adventure interests and sharing those skills with others, the Ranger will receive a sterling silver medal that features a powder horn superimposed over a compass dial. The medal is worn suspended from a green and white ribbon, which is suspended from a silver Ranger bar. A cloth Ranger bar is also available.

Award Medal, No. 04184
Bar, No. 04185
Certificate, No. 33663
Pocket Certificate, No. 33646



ARTS AND HOBBIES BRONZE AWARD REQUIREMENTS

	Date	Advisor's Initials
Do nine of the following:		
1. Visit a drafting company that uses state-of-the-art CAD systems and see how the new technology is used.	_____	_____
2. (a) Choose a product that you are familiar with. Create an advertising plan for this product, then design an advertising plan layout.	_____	_____
(b) Using your resources, create a clean, attractive table-top display highlighting your advertising plan for your chosen product.	_____	_____
(c) Show your display at your crew meeting or other public place.	_____	_____
3. (a) Learn about backstage support for artistic productions.	_____	_____
(b) Attend a theater production. Then critique the work of the artist in set design, decoration, and costume design.	_____	_____
4. (a) Choose a new hobby such as CD, sports card, or stamp collecting; in-line skating; or marksmanship.	_____	_____
(b) Keep a log for at least 90 days of each time you participate in your hobby.	_____	_____
(c) Take pictures and/or keep other memorabilia related to your hobby.	_____	_____
(d) After participating in your new hobby for at least 90 days, make a presentation or tabletop display on what you have learned for your crew, another crew, a Cub Scout or Boy Scout group, or another youth group.	_____	_____
5. (a) Tour a golf course. Talk to the golf pro, caddy, groundskeeper, manager, or other golf course employee about what it takes to operate a golf course. Play at least nine holes of golf.	_____	_____
OR		
(b) Tour a golf driving range. Talk to the manager or other driving range employee about what it takes to manage a driving range. Hit a bucket of balls.	_____	_____
6. (a) Develop a plan to assess the physical skill level of each member of a group such as your crew, a Cub Scout or Boy Scout group, a retirement home, or a church group.	_____	_____
(b) Once you have determined your starting point or base, develop a plan with each member of your group to develop a physical training improvement program.	_____	_____

	Date	Advisor's Initials
(c) Test your group members on a regular basis over a 90-day period to see if there is improvement.	_____	_____
(d) Share your results with the group and/or your crew.	_____	_____
7. (a) Lead or participate in a crew discussion on the merits of a young person choosing a sports hobby such as golf, jogging, or cycling for a lifetime. Discuss health benefits, opportunity to associate with friends, costs, etc.	_____	_____
(b) Ask an adult who is not active in your crew and who has an active sports hobby to join your discussion to get his or her point of view.	_____	_____
8. Visit a hobby store. Talk with the manager about what the most popular hobby is relative to what is purchased and the type and age of people who participate in different hobbies. If they have free literature about beginning hobbies, share it with your crew members.	_____	_____
9. Teach disadvantaged or disabled people a sport and organize suitable competitions, or help them develop an appreciation for an art or hobby new to them.	_____	_____
10. Organize a hobby meet (a place where people gather to display and share information about their hobbies) for your crew, another crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group.	_____	_____
11. Organize a photography contest in your crew, another crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group. Secure prizes and judges. Plan an awards program.	_____	_____
12. Using your artistic ability, volunteer to do the artwork for an activity for your crew, another crew, a Cub Scout or Boy Scout group, a district, or a council. Example: Do the posters and promotional materials for a district Cub Scout day camp.	_____	_____
(Activities or projects that are more available in your area may be substituted with your Advisor's approval for activities shown above.)		



SPORTS BRONZE AWARD REQUIREMENTS

Date
Advisor's
Initials

Do nine of the following:

1. Demonstrate by means of a presentation at a crew meeting, Cub Scout or Boy Scout meeting, or other group meeting that you know first aid for injuries or illnesses that could occur while playing sports, including hypothermia; heatstroke; heat exhaustion; frostbite; dehydration; sunburn; blisters, hyperventilation; bruises; strains; sprains; muscle cramps; broken, chipped, loosened, or knocked-out teeth; bone fractures; nausea; and suspected injuries to the back, neck, and head.

2. Write an essay of at least 500 words that explains sportsmanship and tells why it is important. Give several examples of good sportsmanship in sports. Relate at least one of these to everyday leadership off the sports field.

OR

Make a presentation to your crew or a Cub Scout or Boy Scout group of at least 30 minutes with the same requirements as for the essay.

3. Take part as a member of an organized team in one of the following sports: baseball, basketball, bowling, cross-country, diving, fencing, field hockey, football, golf, gymnastics, lacrosse, rugby, skating (ice or roller), soccer, softball, swimming, team handball, tennis, track and field, volleyball, water polo, or wrestling (or any other recognized sport approved in advance by your Advisor except boxing and karate).
4. Organize and manage a sports competition, such as a softball game, between your crew and another crew, between two Cub Scout dens or packs, between two Boy Scout patrols or troops, or between any other youth groups. You must recruit at least two other people to help you manage the competition.
5. Make a set of training rules for a sport you pick. Design an exercise plan including selected exercises for this sport. Determine for this sport the appropriate target heart rates and desired training effects. Follow your training plan for at least 90 days, keeping a record showing your improvement.

Date **Advisor's
Initials**

6. Make a tabletop display or give a presentation for your crew, another crew, a Cub Scout or Boy Scout group, or another youth group that explains the attributes of a good team leader and a good team player. Select athletes that exemplify these attributes.

7. Make a display or presentation on a selected sport for your crew or another group covering (a) etiquette for your sport, (b) equipment needed, (c) protective equipment needed and why it is needed, (d) history of the sport, and (e) basic rules.

8. Research and then, at a crew meeting or other youth group meeting, manage a discussion on drug problems as they relate to athletes. What drugs are banned? What impact do these banned drugs have on the human body and mind? Where can information about drugs be found? How do some sports organizations fight sports drug abuse? Cover at least the following drugs: stimulants, painkillers, anabolic steroids, beta blockers, diuretics, alcohol, marijuana, and cocaine.

9. Research and then, at a crew meeting or other youth group meeting, manage a discussion on recent training techniques being used by world-class athletes. Compare them to training techniques of 25 and 50 years ago. (This must be different than the discussion in requirement 8.)

10. Study ways of testing athletes for body density. Fat content can be measured by skin-fold calipers, body measurements, and hydrostatic weighing. Then recruit a consultant to assist you as you determine the body density and fat content for your fellow crew members at a crew meeting or special activity.

11. Select a favorite Olympic athlete, a highly respected athlete in your city, or a favorite professional athlete and research his or her life. Make an oral presentation or tabletop display for your crew or another youth group.

12. Explain the importance of proper nutrition as it relates to training for athletes. Explain the common eating disorders anorexia and bulimia and why they are harmful to athletes.

(Activities or projects that are more available in your area may be substituted with your Advisor's approval for activities shown above.)

QUEST

VENTURING SPORTS AND FITNESS AWARD



BOY SCOUTS  OF AMERICA®

The Quest Award

In the years since Venturing started, the program has been defined by the activities Venturers do. Sports have become a very important activity within crew programs. The resounding popularity of the Ranger Award for the outdoor emphasis caused the need to create a similar challenging award program for Venturing's sports emphasis.

Statistics throughout the United States are showing that Americans as a nation are overweight and out of shape. Heart disease and diabetes, diseases which are the results of being overweight, are rampant. These diseases, historically found in older people, are now being found more and more in the youth. Young Americans are not being encouraged to watch their diets and start an exercise program.

While working on the Quest Award, Venturers will be required to learn more about what makes up a nutritional diet as well as design their own personal exercise plans based upon lifestyle, fitness levels, and desires for a healthy and long life. Hopefully this program will introduce Venturers to a sport or sports that they will enjoy the rest of their life. As with many other requirements throughout the Venturing program, Venturers will be required to share what they learn with others. This sharing may be done through various sports clinics and presentations with other groups. In the electives section, Venturers will be required to choose at least one sport in which to become proficient.

Purpose

- Provide a wide variety of sports-related activities that encourage the development of the "whole" person.
- Give Venturers the opportunity to pursue a specific sports interest in a new way that may not be available in a traditional Scouting, educational, or recreational setting.
- Provide Venturers a variety of practical, hands-on sports experiences while having FUN.
- Promote fitness and sportsmanship.
- Learn new sports correctly that Venturers will enjoy the rest of their life.
- Recognize Venturers for achievement in the sports area.
Recognition items: Quest Award medal, certificate, pocket certificate
- Develop highly trained Venturers who may become a training and leadership sports resource to dens, packs, and troops, religious organizations, the community, schools, sports teams, and families.

Requirements

Five Core Requirements: (Do all)

1. Earn the Sports Bronze Award.
2. Complete an American Red Cross Sport Safety Training Course or equivalent.
3. Complete the Fitness for Life program.
4. Learn and do fitness assessments.
5. Sports Disciplines (Choose a sport from a list provided in the Quest Handbook or another sport approved by your Advisor.)

Electives are: (Do one)

1. History and Heritage of Sports
2. Sports Nutrition
3. Drug-Free Sports
4. Communications
5. History and Heritage of the Disabled Sports Movement

The Quest Award

An illustration of the Quest medal is pictured on the bottom right of the front side of this sheet. It features the Vitruvian Man (c. 1492) by Leonardo da Vinci. Leonardo da Vinci actually drew the figure as he was influenced by Vitruvius, a Roman engineer of the first century B.C. It is based on a model of ideal proportions which Vitruvius established. Like that balanced man that both Vitruvian and da Vinci modeled, the modern Venturer must be balanced physically, mentally, nutritionally, and even socially. The Vitruvian man stands before a red, white, and blue background. That background reminds us of national pride as our athletes compete against the world. The medal is suspended from a ribbon with a solid field of green. The green represents the sports field as well as the completion of the journey started with the bronze medal with its half-green and half-white ribbon.



Check your local council for availability of the kit.



For more information, contact your local council.



YOUTH MINISTRIES BRONZE AWARD REQUIREMENTS

	Date	Advisor's Initials
Do nine of the following:		
1. Earn your denomination's Venturing-age religious award. Use BSA God and Life Student packet, No. 33609, and Counselor packet, No. 33610.		
2. (a) Learn about cultural diversity.		
(b) Make a presentation or tabletop display using the information you learned in (a) above.		
OR		
(c) Invite someone from a different cultural background from yours and the majority of your crew's members to give a presentation on a subject of his or her choosing. Introduce your guest.		
(d) Participate in a discussion about cultural diversity with your crew, Sunday school class, or other group.		
3. (a) Plan and lead a service project such as helping to build a Habitat for Humanity house, participating in a community cleanup project, or taking on a fix-up project for a nursing home or nursery.		
4. (a) Serve as a volunteer in your church or synagogue or another nonprofit organization for at least three months.		
(b) Keep a personal journal of your experiences each time you worked as a volunteer.		
(c) After you have served as a volunteer for at least three months, share your experiences and how you feel about your service with others.		
5. Go on a religious retreat or religious trek lasting at least two days.		
6. Produce or be a cast member in some type of entertainment production with a religious or ethical theme, such as a play, a puppet show, or concert for a group such as a children's group, retirement home, homeless shelter, or Cub Scout or Boy Scout group.		
7. Serve as president, leader, or officer of your Sunday school class or youth group.		
8. Complete a Standard First Aid course or higher course or its equivalent.		

Date **Advisor's
Initials**

9. (a) Participate in at least two Ethical Controversies activities as a participant.

(b) Be a facilitator for at least two Ethical Controversies activities for your crew, another crew, your school class, a Boy Scout troop, or another group.

(c) Lead or be a staff member in putting on an Ethics Forum for your crew, your church or synagogue, or your school class.

10. Serve as a Sunday school teacher or assistant for a children's Sunday school class for at least three months, or as a volunteer for a church/synagogue children's activity such as vacation Bible school.

(This must be different than requirement 4 above.)

11. Meet with your church or synagogue minister/rabbi/leader to find out what he or she does, what they had to do to become your leader, and what they think is the most important element of their job.

(Activities or projects that are more available in your area may be substituted with your Advisor's approval for activities shown above.)

TRUST: Religious & Community Life Award

Background

In the years since Venturing started, the program has been defined by the activities Venturers do and a popular activity is service. Religious organizations charter the majority of Venturing crews. Following in the tradition of the **Quartermaster**, **Ranger**, and **Quest** awards, a similar, challenging award program has therefore been created for Venturing's religious life emphasis. The **TRUST** award is a unique opportunity for the youth of Venturing.

Trust is an essential aspect of our relationship with others - both personally and corporately. Learning to trust is the challenge. Today young people live in an increasingly pluralistic society made up of multiple nationalities, cultures, and religions. One way to work toward a safe future is to learn to get along and work together. Understand is a good start toward trust.

While working on the **TRUST** award, Venturers will learn more about themselves, their communities, their religion and culture, as well as those of others. As with many other requirements throughout the Venturing Program, Venturers will be required to share what they learn with others.



Purpose

- Help Venturers learn about their own religion and how it affects their lives.
- Give Venturers the opportunity to pursue understanding and knowledge of cultures other than their own.
- Promote understanding and tolerance.
- Learn how to resolve conflicts both internally and externally, with positive outcomes.
- Understand how other world religions work and how multiple religions can work together.
- Learn about religion and culture within the context of the BSA.
- Develop highly trained Venturers who may become a training and leadership resource to dens, packs, and troops, religious organizations, the community, schools, and families.
- Provide Venturers a variety of practical, hands-on experiences while having FUN.

Requirements

Five Areas of Requirements (each has required sections and electives):

1. Tending your Faith

Learn about your own religious journey, and earn the religious emblem for your faith group.

2. Respecting the Beliefs of Others

Learn about freedom of religion in the US and learn about religions other than your own in your community.

3. Understanding other Cultures

Learn about the historical significance of cultures in the US and study one cultural group in detail.

4. Serving your Community

Complete a community service project and learn about organizations in your community that serve youth.

5. Transforming our Society

Learn counseling skills, conflict resolution, peace and reconciliation, and how to apply them in your own

life.

The TRUST Award

An illustration of the proposed **TRUST** medal is pictured on the top right of the front side of this sheet. It features the world enveloped in a pair of silver hands. The world has been a symbol of Scouting, communities, and religions for many years. The silver hands are both a representation of the Religious and Community Life Bronze Award and of the caring, nurturing, and understanding that the **TRUST** award instills in a Venturer. The medal is suspended from a ribbon with a solid field of purple. The purple represents both the color of the Religious Life programs of Venturing and is a historic color of religion and royalty for much of the world.

Available by August, 2005

TRUST Award Handbook, No. 33154
TRUST Award Medal, No. 14268
TRUST Award Pocket Card, No. 32285
TRUST Award Certificate, No. 32284

[Welcome!](#) | [Getting Started](#) | [About Venturing](#) | [Find a Crew/Ship](#) | [Awards](#) | [Program Support](#) | [Training](#)
[History](#) | [Resources](#) | [Nat'l. Chartered Orgs.](#) | [About Sea Scouting](#) | [Venturing News](#)

The Boy Scouts of America



<http://www.scouting.org>

VENTURING GOLD AWARD



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Background and Purpose

The Venturing Gold Award was developed to recognize the significant accomplishment in a Venturer's life as he or she has proven outstanding performance in a broad spectrum of activities. Earning it will challenge and motivate Venturers over an extended period.

This award provides a favorable image of the Venturing program among youth, parents, schools, and the community. It offers challenging and stimulating opportunities for Venturers to develop and achieve personal goals in the areas of leadership, character development, and personal fitness.

Requirements

Venturing Gold Award candidates must be active and registered Venturers for at least 12 months before final qualification. They must serve in a leadership role within the 12 months before final qualification. They must participate in a district, council, or national Venturing event or activity. They must set and accomplish one personal goal in each of the six areas. They must plan and lead at least two crew activities. They must recite the Venturing Oath. Three letters of recommendation from adults outside of the crew are required, and the candidate must make an oral presentation to a crew review committee. Finally, they must be approved and recommended by their crew committee.

Procedure

To achieve the award, Venturing Gold Award candidates must submit a written petition to their crew Advisor in which they outline their plans and ambitions for their projects. Advisors are encouraged to have a conference with each candidate to ensure that the Venturer has developed a well-conceived plan, and that he or she has specific goals in mind. The Advisor approves the plan. After council approval, the council issues the award. They are required to have earned the Venturing Bronze Award.

Recognition

After many months of determined service and leadership, the Venturing Gold Award should be presented in a setting worthy of the award. Suggested occasions include high school assemblies, church services, and council Venturing events. The award may be presented more than once. The award is a gold medal featuring the Venturing logo inside a compass dial. The medal is suspended from a white ribbon. A certificate is also available.

Award Medal, No. 04187
Certificate, No. 33665
Pocket Certificate, No. 33648



Gold Award

Growth Opportunities in Leadership

Development for Venturers

Introduction

The Gold Award is available to all Venturer members of the Boy Scouts of America.

The purpose of the Gold Award program is to

- ◆ Recognize achievement by young adults.
- ◆ Encourage personal growth through exposure to activities related to the six experience areas of Venturing.
- ◆ Offer challenging and stimulating opportunities for young adults to develop and achieve personal goals in leadership, character development, and personal fitness.
- ◆ Provide a favorable image of Venturing among youth, parents, schools, and communities.

Background

Venturers should have the opportunity to work toward tangible, challenging goals, and to be recognized for their efforts.

The Gold Award program has been developed to recognize a significant accomplishment in a young person's life; it requires outstanding performance in a broad spectrum of activities related to Venturing's six experience areas (citizenship, service, fitness, social, leadership, and outdoor). The program was developed to challenge and to motivate young people over an extended period of time.

Qualification

Candidates for the Venturing Gold Award must submit a written petition to their crew Advisor, in which they should outline their plans and ambitions for their projects to achieve the award. Advisors are encouraged to have a conference with each candidate to ensure that the Venturer has developed a well-conceived plan, and that he or she has specific goals in mind.

The program is designed to challenge young men and young women with interests that cover a wide variety of Venturing activities. Several requirements must be met to qualify for the Gold Award; the requirements are listed separately below.

The Gold Award will be presented only to young adults whose personal conduct is in keeping with the principles of the Venturing Oath and the Boy Scouts of America.

Requirements

The Venturing Gold Award program is designed to permit adaptation of certain phases of the program so that *all* Venturers may work for and achieve the award. In order to offer a challenge to youth, and in the interest of maintaining a standard of qualification, *minimum* requirements have been established that must be met before the Gold Award can be presented to a Venturer. These requirements are:

- (a) The candidate must have at least 12 months' **tenure** as an active, registered Venturer before final qualification.
- (b) The candidate must have been an active member of the Venturing crew, and served in one or a combination of **leadership roles** within the past 12 months (roles may be concurrent) as follows.

For leadership roles within the crew, a candidate might be:

- 1) A crew officer.
- 2) A Venturing officers' association member or committee member.
- 3) An activities chairman for one of the crew's two-day activities or superactivity.

For leadership roles outside the crew, a candidate might be:

- 1) An elected youth officer of a church or school organization.
- 2) An elected or appointed team leader.



VENTURING • BSA

- (c) The candidate must have **participated** in a district/ Venturing division, council, area, region, or national Venturing event.
- (d) The candidate must, in consultation with the crew Advisor or a member of the crew committee, set one **personal growth** goal related to each of the six experience areas of Venturing, in which the Venturer certifies completion of the goals.

For personal growth, a candidate might

- 1) Complete a cardiopulmonary resuscitation (CPR) course or an Emergency Medical Technician (EMT) course.
 - 2) Plan and carry out a personal exercise program over a four-month period, i.e., jogging, running, swimming, weight reduction, or physical conditioning.
 - 3) Practice for, and attain, the Presidential Physical Fitness Award.
 - 4) Complete a reading program of the scriptures, classic literature, historical series, etc.
 - 5) Serve for six months as a reading counselor for a child with reading problems.
 - 6) Visit a nursing home, on a regular basis, over a four-month period, to help write letters or to read to patients or provide personalized services.
- (e) The candidate must plan, prepare for, and lead to completion two or more **crew activity projects** that relate to at least *two of the six* experience areas; suggested crew activity projects are listed separately below.

For crew/ship activities, the action should involve at least five Venturers, and it should require a minimum of four to six months from inception to completion; the project should be approved and the goals of the project set by the crew Advisor and/or a member of the crew committee and the Venturer candidate. Both parties should certify the completion of the project(s). Activities should be arranged to fit into normal crew programming. Qualifying crew/ship activities include, but are not limited to, the following:

- 1) Plan and, with the help of at least four other Venturers, carry out a conservation project that is approved by an agency of the federal, state, or local government, such as the National Park Service, the Department of the Interior, the Bureau of Land Management, state division of parks and recreation, city or county parks department, etc.
- 2) Plan and chair a committee that stages a major social activity involving crew members and their parents, or crew members and their entire families.
- 3) Plan and carry out a series of crew activities over a four- to six-month period, related to an interest of

crew members. Professional or volunteer consultants could be asked to present information regarding their specialty, profession, or occupation.

- 4) Help organize a new Venturing crew, or revitalize an inactive crew; coordinate activity with BSA local council staff members.
- 5) Organize a recruitment drive to add members to your own crew or to other crews in the district/ council. The drive should last at least one month, and the recruitment plan should include specific activities oriented toward recruiting new members, goals, methods of publicity, etc.

- (f) The candidate must be able to **recite the Venturing Oath**.
- (g) The candidate must submit three **letters of recommendation** to the crew Advisor that confirm he or she lives in accordance with the principles of the Venturing Oath. The letters should come from adults outside the crew, such as school or church leaders, employers, or community leaders.
- (h) After completing all other requirements, the candidate should prepare evidence of completion of the work and submit it to the crew Advisor. The crew president, in conjunction with the crew Advisor, should then appoint a review committee of four to six people including Venturers and adults. The committee should review the candidate's **written presentation and interview** the candidate to determine whether that person grew as a result of the pursuit of the Gold Award.
- (i) Finally, the candidate must have qualified for the Gold Award before his or her **21st birthday**.

Suggested Qualifying Activities

Because of the designed, flexible nature of the program, crew Advisors and crew committee members are permitted a reasonable degree of latitude in approving activities that serve to meet the qualifying requirements for the Gold Award in the areas of leadership, personal growth, and crew activity projects. Likewise, crew Advisors, crew committee members, and Venturers are encouraged to seek out additional appropriate activities, bearing in mind the purpose of the Gold Award program.

NOTE: The Gold Award is recognized nationally; however, the program is administered and approved, and recognition is made, at the local council level.

Supply Information

Councils (only) may order the Gold Award from the BSA National Distribution Center:

- Ribbon Medal Award, No. 04178 (for civilian wear)
- Certificate, No. 25-322 (order from Bin Storage, \$500)

Venturing Gold Award Application

Please print or type all information. Give month, day, and year for all dates.

Part I—Personal Data:

Name _____ Nickname _____
Address _____ P.O. Box _____
City _____ State _____ Zip _____
Telephone _____ Birthdate _____
School/College _____ Grade _____
Church or Religious Affiliation _____
Date Entered Venturing _____ Date Bronze earned _____

Part II—Requirements (as they pertain to the requirements for the Gold Award; attach additional sheets as necessary):

A. Tenure: _____ months Qualified: _____
(Advisor—sign/date)

B. Leadership: _____

Qualified: _____
(Advisor—sign/date)

C. Participation (district, council, area, regional, national events):

Qualified: _____
(Advisor—sign/date)

D. Personal Growth (describe briefly at 1–6 below):
1. _____ 4. _____
2. _____ 5. _____
3. _____ 6. _____
Approved: _____ Completed: _____
(Advisor/crew committee—sign) (Venturer—sign/date)
Qualified: _____
(Advisor—sign/date)

E. Crew/Ship Activities (describe briefly at 1 and 2 below):
1. _____
Approved: _____ Completed: _____
(Advisor/crew committee—sign) (Venturer—sign/date)
2. _____
Approved: _____ Completed: _____
(Advisor/crew committee—sign) (Venturer—sign/date)

F. Oral Presentation:

Made before Venturing crew on _____
(Date)

Completed: _____
(Venturer—sign/date)

Qualified: _____
(Advisor—sign/date)

G. Letters of Recommendation/Statements of Venturer's Conduct:

_____ School/Church _____ Employer/Community Leader _____ Neighbor/Acquaintance

Qualified: _____
(Advisor—sign/date)

H. Presentation (orally and in writing):

Made before Venturing crew review committee on _____
(Date)

Qualified: _____
(Review committee chairman—sign/date)

I. Qualified before 21st birthday? YES/NO _____
(Advisor—sign/date)

Part III—Certification of Candidate:

Since becoming a candidate for the Gold Award, I have planned, developed, and completed the activities and projects required for qualification for the award. I subscribe to the Venturing Oath, and I consider my conduct to be in keeping with the principles of the Boy Scouts of America.

(Candidate's signature)

Crew No. _____

Chartered organization: _____

Part IV—Endorsement of Crew Advisor/Crew Committee Chairman:

I/we certify that the candidate is well qualified for the Gold Award, that he/she has fulfilled the requirements for the award, and that he/she has my/our complete recommendation for recognition of this significant achievement.

Advisor _____ Date _____

Crew committee chairman _____ Date _____

Part V—Council Certification/Recognition:

Region _____ Area _____ Council _____
(Name) (Number)

This candidate is a currently registered Venturer. Having completed the requirements for the Gold Award, he/she is to be congratulated for the time, energy, and perseverance required to achieve this recognition. Presentation of the Gold Award is authorized.

Scout executive _____ Date _____

Part VI—Presentation:

The Gold Award was presented to _____

on _____ in ceremonies at _____

Advisor/crew officer _____

VENTURING SILVER AWARD



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Background and Purpose

Advancement has been an important part of the Boy Scouts of America since the issuance of the first 12 merit badges in 1911. When the BSA introduced the Exploring program (predecessor to Venturing) in 1950, the Silver Award program was also released as the advancement program for older Boy Scouts. From 1950 through 1966, 18,256 Silver Awards (such as Antelope, Beaver, etc.) were earned.

The Venturing Silver Award is available to all Venturing youth members of the Boy Scouts of America. Its purpose is to provide a pathway for personal development; encourage Venturers to learn, grow, and serve; and recognize the high level of achievement of Venturers who acquire Venturing skills.

Requirements

Venturers must be proficient in emergency preparedness (including standard first aid, CPR, and Safe Swim Defense), participate in Ethics in Action, complete the Venturing Leadership Skills Course, earn the Venturing Gold Award, and earn at least one of the five Venturing Bronze awards.

Procedure

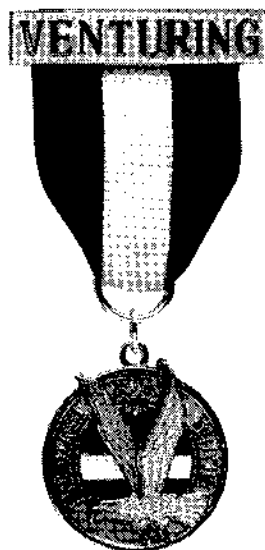
Venturers work with their Advisors to establish a plan of action for earning the Silver Award. Venturers can choose to work on the requirements alone or with other Venturers as in a crew activity. **Venturers can work on requirements in the Bronze Award program, Gold Award program, and Silver Award program simultaneously.** They could also work on each program separately. It's up to the Venturer and Advisor as to how they earn the award. After completion of all requirements, the Venturing Silver Award candidate will go through a formal review with other Venturers and adults from the crew.

Recognition

The Venturing Silver Award medal features an eagle superimposed over a compass dial. It also has a red, white, and blue background behind the eagle. The medal is worn suspended from a green and white ribbon, which is suspended from a silver Venturing bar. A cloth knot is also available.

Award Medal, No. 04186
Certificate, No. 33664
Pocket Certificate, No. 33647

Venturing Silver Award*



Introduction

The Venturing Silver Award is available to all youth Venturing members of the Boy Scouts of America. The purpose of the Venturing Silver Award is to:

- ◆ Provide a pathway for personal development.
- ◆ Encourage Venturers to learn, grow, and serve.
- ◆ Recognize the high level of achievement of Venturers who acquire Venturing skills.
- ◆ Identify trained and highly motivated Venturers who will be a training, leadership, and program resource for other Venturers, Scouts, organizations, and the community.
- ◆ Help define Venturing.

Background

Even though your crew's program may be different from another crew's, you share some similarities with other Venturers. First is your age, since all Venturers must be at least 14 years old and not yet 21. Next is your curiosity and desire to learn more about life and the things around you. You probably like exciting,

informative programs and activities at your crew meetings. You want to acquire new, usable skills that make you feel like you are really growing in your life. You like a challenge. And, you like to be recognized for your hard work and achievement.

Venturing should be an exciting, advanced-level program where you learn and use advanced skills for your own enjoyment and growth, as well as to benefit others. Life is a series of experiences, and the Venturing Silver Award is similar. It will lead you on a pathway of exciting life experiences that will guide you to become a skilled Venturing leader.

Earning the Venturing Silver Award will identify you as a Venturer who:

- ◆ *has direction in his or her life,*
- ◆ *knows how to plan and accomplish goals,*
- ◆ *is skilled,*
- ◆ *lives the Venturing Oath,*
- ◆ *is a leader,*
- ◆ *is willing to serve others, and*
- ◆ *is one of the proud few to wear the Venturing Silver Award.*

*See *Venturing Silver Award Guidebook*, No. 25-015

How to Earn the Silver Award

Like any high, worthwhile recognition, the Venturing Silver Award will be challenging and will take time to earn. It will take you at least 12 months, but there is no limitation on the maximum amount of time other than you will need to complete all work before your 21st birthday.

- ◆ **Requirements (Overview).** These are requirements that all Venturing Silver Award candidates must complete:
 1. The Venturing Gold Award requires earning one Venturing Bronze Award.
 2. Earn the Venturing Gold Award, which includes knowing and living the Venturing Oath, service, personal development, and 12 months' tenure.
 3. Be proficient in emergency preparedness, including earning Standard First Aid and CPR certification, and knowing and using BSA Safe Swim Defense.
 4. Demonstrate leadership, including successfully completing the Venturing Leadership Skills Course.
 5. Participate in the Ethics in Action program, including Ethical Controversies activities and an Ethics Forum.
 6. Show a crew review committee you have met the requirements for the Venturing Silver Award.

First, sit down with your Advisor to make a plan of action on how you will earn the Venturing Silver Award. On many of the requirements you will work on your own, while some

you will work on with other Venturers. Many requirements will require contacting and working with a specialty consultant, someone who has extensive knowledge and skill in a particular area.

You will learn a skill from this person, and the specialty consultant will determine your proficiency in that skill. You might find it more convenient to work with several other Venturers at the same time with this specialty consultant. Many requirements involve a **time element**, such as working as a volunteer for three months. Take this into consideration when you are planning. You should probably work on several requirements at the same time, such as serving as a crew leader while working on a Bronze Award requirement.

You can receive **dual credit** for work required in different places. Examples: If you get certified in Standard First Aid, you can use this credit toward Silver Award requirement No. 2, Ranger Award core requirement No. 1, and Youth Ministries requirement No. 8.

When you have completed a requirement have either an Advisor or a specialty consultant initial and date your track sheet to confirm your completion of that requirement.

When you have completed all Silver Award requirements, ask your Advisor or crew president for a Silver Award review. The review committee will be made up of Venturers and adults. They will determine if you have successfully completed all requirements, and then recommend to your BSA local council that the council, representing the National Court of Honor, present you the highest Venturing award a Venturer can earn—the **Venturing Silver Award**.

Requirements

1. Venturing Bronze Award

Introduction

One of the strengths of the Venturing program is its ability to meet the interests of all Venturers. Sometimes, Venturers like to investigate new, different areas, such as an arts and hobbies crew going whitewater rafting or learning first aid. Variety in a crew always seems to make it more fun to go to meetings and weekend outings.

Also, you as an individual Venturer probably have many interests or would like to have more. Because of that desire on your part and to give you a pathway to many different experiences, the Venturing Bronze Award is wide open to you. You can earn your crew specialty's Bronze Award, pick out a different one you like, or even earn them all. It's up to you!

The Venturing Bronze Awards are

- ◆ Sports
- ◆ Youth Ministries

- ◆ Arts and Hobbies
- ◆ Outdoor (Half of Ranger Award is needed for Silver Award credit.)
- ◆ Ordinary (Half of Sea Scouting Quartermaster Award is needed for Silver Award credit.)

Requirement

Earn at least one of the five Venturing Bronze Awards.

Bronze Award Device

When you complete the requirements for a particular Bronze Award, you will earn a Bronze Award device similar to a military campaign ribbon that you may wear on your uniform. Earning the whole Sea Scouting Quartermaster or Venturing Ranger Award requires a greater challenge; each has a distinctive award of its own. For more information on these two challenging awards, check out the *Sea Exploring Manual* and the *Ranger Guidebook*. You can earn all five Bronze Awards as well as the Quartermaster and Ranger awards.

2. Venturing Gold Award

Introduction

The Gold is available to all Venturer members of the Boy Scouts of America.

The purpose of the Gold Award program is to

- ◆ Recognize achievement by young adults.
- ◆ Encourage personal growth through exposure to activities related to the six experience areas of Venturing.
- ◆ Offer challenging and stimulating opportunities for young adults to develop and achieve personal goals in leadership, character development, and personal fitness.
- ◆ Provide a favorable image of Venturing among youth, parents, schools, and communities.

Background

Venturers should have the opportunity to work toward tangible, challenging goals, and to be recognized for their efforts.

The Gold Award program has been developed to recognize a significant accomplishment in a young person's life; it requires outstanding performance in a broad spectrum of activities related to Venturing's six experience areas (citizenship, service, fitness, social, leadership, and outdoor). The program was developed to challenge and to motivate young people over an extended period of time.

Qualification

Candidates for the Venturing Gold Award must submit a written petition to their crew Advisor, in which they should outline their plans and ambitions for their projects to achieve the award. Advisors are encouraged to have a conference with each candidate to ensure that the Venturer has developed a well-conceived plan, and that he or she has specific goals in mind.

The program is designed to challenge young men and young women with interests that cover a wide variety of Venturing activities. Several require-

ments must be met to qualify for the Gold Award; the requirements are listed separately.

The Gold Award will be presented only to young adults whose personal conduct is in keeping with the principles of the Venturing Oath and the Boy Scouts of America.

Requirements

The Venturing Gold Award program is designed to permit adaptation of certain phases of the program so that *all* Venturers may work for and achieve the award. In order to offer a challenge to youth, and in the interest of maintaining a standard of qualification, *minimum* requirements have been established that must be met before the Gold Award can be presented to a Venturer. These requirements are:

- (a) The candidate must have at least 12 months' **tenure** as an active, registered Venturer before final qualification.
- (b) The candidate must have been an active member of the Venturing crew, and served in one or a combination of **leadership roles** within the past 12 months (roles may be concurrent) as follows.

For leadership roles within the crew, a candidate might be:

- 1) A crew officer.
- 2) A Venturing officers' association member or committee member.
- 3) An activities chairman for one of the crew's two-day activities or superactivity.

For leadership roles outside the crew, a candidate might be:

- 1) An elected youth officer of a church or school organization.
 - 2) An elected or appointed team leader.
- (c) The candidate must have **participated** in a district/Venturing division, council, area, region, or national Venturing event.

- (d) The candidate must, in consultation with the crew Advisor or a member of the crew committee, set one **personal growth** goal related to each of the six experience areas of Venturing, in which the Venturer certifies completion of the goals.

For personal growth, a candidate might

- 1) Complete a cardiopulmonary resuscitation (CPR) course or an Emergency Medical Technician (EMT) course.
 - 2) Plan and carry out a personal exercise program over a four-month period, i.e., jogging, running, swimming, weight reduction, or physical conditioning.
 - 3) Practice for, and attain, the Presidential Physical Fitness Award.
 - 4) Complete a reading program of the scriptures, classic literature, historical series, etc.
 - 5) Serve for six months as a reading counselor for a child with reading problems.
 - 6) Visit a nursing home, on a regular basis, over a four-month period, to help write letters or to read to patients or provide personalized services.
- (e) The candidate must plan, prepare for, and lead to completion two or more **crew activity projects** that relate to at least *two of the six* experience areas; suggested crew activity projects are listed separately below.

For crew/ship activities, the action should involve at least five Venturers, and it should require a minimum of four to six months from inception to completion; the project should be approved and the goals of the project set by the crew Advisor and/or a member of the crew committee and the Venturer candidate. Both parties should certify the completion of the project(s). Activities should be arranged to fit into normal crew programming. Qualifying crew/ship activities include, but are not limited to, the following:

- 1) Plan and, with the help of at least four other Venturers, carry out a conservation project that is approved by an agency of the federal, state, or local government, such as the National Park Service, the Department of the Interior, the Bureau of Land Management, state division of parks and recreation, city or county parks department, etc.
 - 2) Plan and chair a committee that stages a major social activity involving crew members and their parents, or crew members and their entire families.
 - 3) Plan and carry out a series of crew activities over a four- to six-month period, related to an interest of crew members. Professional or volunteer consultants could be asked to present information regarding their specialty, profession, or occupation.
 - 4) Help organize a new Venturing crew, or revitalize an inactive crew; coordinate activity with BSA local council staff members.
 - 5) Organize a recruitment drive to add members to your own crew or to other crews in the district/council. The drive should last at least one month, and the recruitment plan should include specific activities oriented toward recruiting new members, goals, methods of publicity, etc.
- (f) The candidate must be able to **recite the Venturing Oath**.
- (g) The candidate must submit three **letters of recommendation** to the crew Advisor that confirm he or she lives in accordance with the principles of the Venturing Oath. The letters should come from adults outside the crew, such as school or church leaders, employers, or community leaders.
- (h) After completing all other requirements, the candidate should prepare evidence of completion of the work and submit it to the crew Advisor. The crew president, in conjunction

with the crew Advisor, should then appoint a review committee of four to six people including Venturers and adults. The committee should review the candidate's **written presentation and interview** the candidate to determine whether that person grew as a result of the pursuit of the Gold Award.

- (i) Finally, the candidate must have qualified for the Gold Award before his or her **21st birthday**.

Suggested Qualifying Activities

Because of the designed, flexible nature of the program, crew Advisors and crew committee members are permitted a reasonable degree of latitude in approving activities that serve to meet the qualifying requirements for the Gold Award in the areas of leadership, personal growth, and crew activity projects. Likewise, crew Advisors, crew committee members, and Venturers are encouraged to seek out additional appropriate activities, bearing in mind the purpose of the Gold Award program.

NOTE: The Gold Award is recognized nationally; however, the program is administered and approved, and recognition is made, at the local council level.

Supply Information

Councils (only) may order the Gold Award from the BSA National Distribution Center:
Ribbon Medal Award, No. 04178 (for civilian wear)
Certificate, No. 25-322 (order from Bin Storage, \$500)

3. Emergency Preparedness

Introduction

Being prepared has always been one of the key tenets of Scouting. Being prepared continues to be important for today's action-oriented, can-do-anything Venturers. Venturers must be prepared to take care of themselves as well as be ready to serve

others when called. When faced with an emergency situation, people react in various ways. Some people leave, some panic, some do nothing at all, and some respond. Venturers should be prepared to respond!

Requirements

- (a) **Become certified in Standard First Aid or equivalent course.** If you choose the American Red Cross Standard First Aid version of the course, the curriculum includes how to recognize an emergency and overcome the reluctance to act; how to recognize and care for breathing and cardiac emergencies in adults (training to care for infants and children is optional); and how to identify and care for life-threatening bleeding, sudden illness, and injury. The course is approximately 6 1/2 hours. Your Standard First Aid certification will expire three years from the date of issue. Your CPR certification will expire one year from the date of issue.

If you hold an unexpired certification in this or a higher course, you can receive credit for this requirement. However, you must be currently certified at the time of your Silver Award crew review. You are encouraged to get certified as soon as possible and stay certified. For this requirement you are not required to seek a higher certification, but you are encouraged to get certifications in higher-level courses such as First Aid—Responding to Emergencies or Emergency Response. You will be even more prepared.

Note: If you need help finding an American Red Cross instructor in your area, call your local Red Cross chapter. For literature, call toll-free 1-800-667-2968.

- (b) **Become certified in CPR.** You can take a stand-alone CPR course or take it as part of another course such as Standard First Aid. Please remember that CPR certification lasts for only one year, at which time you will need

- 4) Understanding other people's perspectives
 - 5) Working toward a solution that the group involved will support and implement
- (b) **Either organize and lead, or help organize and lead, an Ethics Forum for your crew, another crew, school class, or other youth group.** An Ethics Forum is simply another, more formal, way of gathering information about ethics. You will invite two or more adults to form a panel for your crew or group to ask questions about ethics in their personal or professional lives. You can even invite adults related to your crew's specialty; if you are in a sports crew, you could invite a sports doctor, a coach, and a professional athlete. You can even invite guests such as family members and friends to join you. You can even use the information gathered from the Ethics Forum to develop your own Ethical Controversies activities.

6. Silver Award Review

After completing all requirements, the candidate should prepare evidence of completion of work. It should be submitted to the crew Advisor along with the completed and personally signed Silver Award Progress Record and Application. The crew president, in conjunction with the crew Advisor, should then appoint a review committee of four to six people including Venturers and adults. The review committee should review the candidate's written documentation and interview the candidate to determine whether the candidate completed all work and grew as a result of the pursuit of the Silver Award. The application is then approved by the crew Advisor and crew committee chairman and submitted to your council service center.

Venturing Silver Award Progress Record and Application

Please print or type all information. Give month, day, and year for all dates.

Part I—Personal Data:

Name _____ Nickname _____

Address _____

City _____ State _____ Zip _____

Home phone _____ Birthday _____

School or college _____ Grade or year in college _____

Church or religious affiliation _____

Date entered Venturing _____

Part II—Requirements:

(Requirements are listed in no particular order)

1. Venturing Bronze Awards (Earn at least one.):

_____ mm/dd/yy	_____ Advisor approval	Sports
_____ mm/dd/yy	_____ Advisor approval	Youth Ministries
_____ mm/dd/yy	_____ Advisor approval	Arts and Hobbies
_____ mm/dd/yy	_____ Advisor approval	Ordinary (Half of Quartermaster)
_____ mm/dd/yy	_____ Advisor approval	Outdoor (Half of Ranger)

2. Emergency Preparedness:

_____ mm/dd/yy	_____ Advisor approval	Completed Standard First Aid or equivalent course
_____ mm/dd/yy	_____ Advisor approval	Completed CPR certification
_____ mm/dd/yy	_____ Advisor approval	Completed the BSA Safe Swim Defense training course
_____ mm/dd/yy	_____ Advisor approval	Led or participated in a group swim using the BSA Safe Swim Defense

3. Leadership:

_____ mm/dd/yy	_____ Advisor approval	Completed the Venturing Leadership Skills Course
_____ mm/dd/yy	_____ Advisor approval	Served for at least six months in an elected or appointed crew, district, or council leadership position

4. Ethics in Action:

 Participated in at least two Ethical Controversies
mm/dd/yy Advisor approval

 Organized and led or helped organize and lead an
mm/dd/yy Advisor approval Ethics Forum

5. Completed Venturing Gold Award
mm/dd/yy Advisor approval

Part III—Personal Certification of Silver Award Candidate:

Since becoming a candidate for the Silver Award, I have personally planned, developed, and completed the activities and projects required for qualification for the award. I subscribe to the Venturing Oath and consider my conduct in keeping with the principles of the Boy Scouts of America. I completed all work on this award before my 21st birthday.

Candidate's signature

Crew No. _____ Chartered organization: _____

Part IV—Endorsement of Crew Advisor/Crew Committee Chairman:

I/we certify that the candidate is well qualified for the Silver Award, that he/she has to our satisfaction fulfilled the requirements for the many facets of the award, and that he/she has our complete recommendation for recognition of this significant achievement.

Advisor _____ Date _____

Crew committee chairman _____ Date _____

Part V—Council Certification/Recognition:

Council _____ Region _____ Area _____
Name Number

This Silver Award candidate is a currently registered Venturer. Having completed the requirements for the Silver Award, he/she is to be congratulated for the time, energy, and perseverance required to achieve this recognition. Presentation of the Silver Award is authorized.

Scout executive _____ Date _____

Part VI—Presentation:

The Silver Award was presented to _____
Name

on _____ in ceremonies at _____
Date Location

FACT SHEET

VENTURING

YOUTH AND ADULT TRAINING



VENTURING · BSA

Youth Training

Nature of Leadership

The Venturing Leadership Skills Course is the first step a Venturer encounters on his or her journey toward leadership development. This course is designed to be used by Advisors to teach leadership skills to all Venturers in the crew. It has nine leadership modules that begin with an activity and follow with a reflection. Completion of this course is a requirement for the Venturing Silver Award, and conducting the course is a requirement for the Venturing Advisor Award of Merit.

Kodiak

The Kodiak course combines the elements of leadership and service to others as the two key tenants of Venturing. Servant leadership is a philosophy that teaches the leader to work with and through a team to accomplish the mission.

Kodiak's methods are the following: Challenging outdoor treks to use nature as a classroom (no indoor sessions). Five leadership skills, called "commissions," are taught. They can be offered over a week, or over two weekends. It uses a hands-on teaching approach with very short presentations.

Kodiak X

This supplementary addition to the Kodiak course adds an additional two leadership commissions and completes the final leadership skills training.

Additional Venturing Youth Training

New Officers' Orientation

This new training offers a much-needed support to Venturing crews with their officers. The sections that it covers are:

- Crew Officers Roles and Responsibilities
- Resources Crew Officers Needs and Use
- Working With Advisors and Older Adults
- How to Plan Your Crew's Annual Program
- Planning Resources

Youth Protection: Personal Safety Awareness

This training deals with issues facing our young adults today. The vignette covers acquaintance rape, peer sexual harassment, stalking, and two new additions in 2007—suicide and Internet safety. This cutting-edge training addresses head-on the issues facing youth.

Adult Training

Fast Start Guide

This training comes with optional delivery formats. It illustrates how using the Venturing program planning process can get a Venturing crew up and running and off to a successful start.

- CD-ROM self training
- Illustration guide
- Web site base

Venturing Leadership Skills Course

This syllabus is designed to be used by Advisors to teach leadership skills to all Venturers in the crew. Nine leadership modules each begin with an activity and follow with a reflection. Completion of this course is a requirement for the Venturing Silver Award, and conducting the course is a requirement for the Venturing Advisor Award of Merit.

Powder Horn

High-adventure resource training designed to introduce and expose Venturing and Boy Scout adult unit leaders to the activities and resources necessary to operate a successful outdoor/high-adventure unit-level program.

Youth Protection Guideline: Training for Adult Venturing Leaders

This training provides an overview of the developmental transition experienced by young people of Venturing age and how those transitions relate to the personal safety concerns of the Venturing program.

F A C T S H E E T

VENTURING LEADERSHIP AWARD



VENTURING · BSA

Background and Purpose

The Venturing Leadership Award is presented by councils, areas, regions, and the BSA National Council to Venturers and adults who have made exceptional contributions to Venturing and who exemplify the Venturing Code.

Requirements

Venturing Leadership Award candidates must be registered and involved in Venturing as a Venturer or an adult for at least one year. They must hold a leadership position or office on the unit, district, council, area, region or national level (as appropriate for the level of award presented). The candidate must show exceptional dedication and give outstanding leadership and service to Venturing and to Venturers on the level appropriate for the award.

Quota Restrictions

Councils may present two awards for youth and two for adults per year for up to 50 crews/ships and one additional youth and adult award per year for each fraction of 25 crews/ships above 50. For example, for 51 registered crews/ships, a total of three youth and three adult awards may be presented; for 78 crews/ships, four youth and four adult awards could be presented. Regions may present 12 youth and 12 adult awards per year. National may present six youth and six adult awards per year.

Procedures

Venturing youth and adults may be recommended at the council, area, region, or national level by completing the Venturing Leadership Award candidate information form. An additional sheet with 200 words or less explaining why the candidate should receive the award and letters of recommendation (from school, church, clubs, etc.) must be provided with the information form.

Recognition

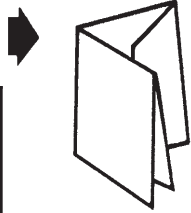
Council—Medallion suspended from blue and white ribbon and worn around the neck (or unit-, district-, and council-level recognition).

Area/Region—Medallion suspended from green and white ribbon and worn around the neck (for area- and region-level recognition).

National—Medallion suspended from red and white ribbon and worn around the neck (for national-level recognition).

VENTURING LEADER PROGRESS RECORD

Cut along solid lines; fold along dotted lines.
(Reproduce locally.)



Crew No. District

Position in Venturing

City State Zip

Address

Name

Venturing Training Award

Venturing Advisor's Key



VENTURING LEADER PROGRESS RECORD

Date

Chairman

The leadership training committee has reviewed this application and accepts the certification as to the candidate's meeting the required standards. The award is approved.

TRAINING COMMITTEE ACTION

Crew Committee Chairman

Approved by

Date

Help organize or reorganize a Venturing crew.

Participate in two crew parents' nights.

Help support a crew money-earning project.

Participate in a crew open house.

Participate in a crew officers' seminar.

VENTURING LEADER TRAINING AWARD

Tenure

Complete a total of two years as a registered adult Venturing leader.

Training

Complete the *Venturing Fast Start* and *Venturing Leader Specific Training*.

Performance

Do any seven of the following.

Participate in a support role for five crew weekend activities.

Serve on the staff of a district, council, area, region, or national Venturing training event.

Help with two Friends of Scouting enrollments.

Assist with a Venturing Leadership Skills Course.

Serve as a Bronze, Gold, Silver, or Ranger consultant.

Participate in six Venturing roundtables or Teen Leaders' Council meetings.

Date and initial

VENTURING ADVISOR'S KEY

Tenure

Complete three years of registered tenure as a Venturing crew Advisor within a five-year period.

Training

Date and initial

Complete Venturing Fast Start.

Complete Venturing Leader Specific Training.

Conduct crew officers' seminars in each of your three years as Advisor.

Conduct at least one Venturing Leadership Skills Course for your crew.

Earn the Venturing Leader Training Award.

Performance

Earn the Venturing Crew National Quality Unit Award two times.

Have a crew parents' night and open house each year.

Roundtable/VOA—Attend at least four roundtable or Teen Leaders' Council meetings each year.

Year 1		Year 2		Year 3	
Month	Initial	Month	Initial	Month	Initial

Approved by _____ **Date** _____

Crew Committee Chairman

TRAINING COMMITTEE ACTION

The leadership training committee has reviewed this application and accepts the certification as to the candidate's meeting the required standards. The Advisor's Key is approved.

Date

Chairman



VENTURING® · BSA

Record an Eagle Scout Project

You will need to have the Eagle Scout project workbook handy.

Input the data requested:

- The applicant's full name
- The project completion date
- Number of Scouts working on the project
- Number of non-Scout youth working on the project
- Number of leaders working on the project
- Number of other adults working on the project
- Total hours worked on the project (number of people times the length of time they worked)
- Cost of materials required to complete the project
- Project category (selected from the dropdown box)
- Type of group benefiting from the project
- The specific group that benefited from the project

NONPROFIT ORG.
U.S. POSTAGE
PAID
PERMIT NO. 616
IRVING, TX

Eagle Scout Service Projects

To report information about a project, fill out the following information and press the Submit Report button.

Applicant's Full Name	<input type="text"/>
Eagle Project Completion Date	<input type="text"/>
Number of Scouts working on the project	<input type="text"/>
Number of other youths working on the project	<input type="text"/>
Number of Scout leaders working on the project	<input type="text"/>
Number of other adults working on the project	<input type="text"/>
Total number of hours spent by everyone working on the project	<input type="text"/>
Total cost of materials required to complete the project	<input type="text"/>
Which of the following categories best describes the Eagle Scout project?	<input type="text" value="Collecting books"/>
What type of group benefits from the project? For example, church, city, state, civic organization, etc.	<input type="text"/>
What specific group benefits from the project? For example, First Street Church, Lyons Club, City Food Bank, etc.	<input type="text"/>

BOY SCOUTS OF AMERICA
1325 West Walnut Hill Lane
P.O. Box 152079
Irving, Texas 75015-2079



Tell Us About Your Service Project



**We know that Scouts across the nation
are answering the call to service.
Tell the story of how your den, pack,
patrol, troop, team, crew, or ship
is contributing to this effort.**

**Log on to
goodturnforamerica.org**

Press "Submit."
Press "Print Certificate."

What You Will Need

You will need:

- Your unit ID (five to 11 digits)
- Your unit number (four digits, no letters)

You can get this information from the address label on this brochure, or call your district or council.

How to Log On

Go to our Web site at www.goodturnforamerica.org.

Click on "Tell Us About Your Project" on the left side of the screen.

Choose "Click here to log in or create an account."

(For more information, choose "Click here to view help and instructions.")

First-Time Users

Select "Click Here" to register.

Complete your information and create a user name and password. The user name must be unique. (You may have to try again.) Your e-mail address will be used only if you forget your password. Tip: Write your user name and password on this brochure and file it for future reference.

To report information about a service project in which your unit/group participated, you must be registered with Good Turn for America. Please provide us the following information:

If you do not have your Unit ID or Local Unit Number then please contact your Unit Serving Executive or your Local Council.

Unit ID: _____
Unit Type: _____
Local Unit Number: _____
First Name: _____
MI Name: _____
Last Name: _____
Address: _____
City: _____
State: Alabama _____
Zip Code: _____
E-Mail: _____
Username: _____
Password: _____
Verify Password: _____

Passwords must be 6 to 10 characters long.

Returning Users

Enter your user name and password, then click "Login."

Select an Option

Thank you for visiting Good Turn for America.

Good Turn for America is a national call to service by the Boy Scouts of America to address the issues of hunger, homelessness, and poor health in our nation.

In this effort, the Boy Scouts of America is partnering with some of the nation's most respected service organizations, including The Salvation Army and Habitat for Humanity. These organizations, and thousands of others, will work to provide opportunities for youth and volunteers to fight hunger and homelessness, and teach the habits of healthy living.

Youth and volunteers are looking for ways to serve their communities. At the same time, service organizations need dedicated volunteer help. By working together, we can improve our young people, our communities, and the nation.

- Would you like to view all previously recorded projects? [Click Here.](#)
- Would you like to report a Service Project? [Click Here.](#)
- Would you like to report an Eagle Scout service project? [Click Here.](#)

View All Previously Recorded Projects

To select the project you want to view or edit, click on the project name.

To edit the project, click on the field, type in the correct information, and press "Update."

To print a certificate, press "Print Certificate."



Take the Good Turn for America certificate to your local Scout shop to purchase your Good Turn for America patches. Anyone who worked on the project is eligible to receive a patch.

Report a Service Project

Select one service project type that best describes your project.

Input the data requested:

- Date of the project
- Number of registered Scouts participating
- Number of non-Scouts (brothers, sisters, friends)
- Number of adult leaders participating
- Number of other adults participating
- Total hours worked (number of people times the length of time they worked)
- Organizations that joined you on the project
- Who or what organization benefited from the project
- Number of items collected (if applicable)

Click on the category below that best describes the type of service project in which your unit participated. Use "Other Services" for any service project that does not fall into any of the listed categories.

Food

- [Food Collection](#)
- [Meal Delivery](#)
- [Serving Food](#)

Healthy Living

- [Blood Drive](#)
- [Fun Run / Walk / Hike / Cycle](#)
- [Bike Safety Event](#)
- [Child Fingerprinting](#)
- [Health Fair / Fitness Expo](#)
- [CPR Training](#)
- [Tree Planting](#)
- [Litter Cleanup / Beautification](#)

Shelter

- [Home Building](#)
- [Home Repair / Maintenance](#)
- [Personal Care Collection](#)
- [Blanket Collection](#)
- [School Supply Collection](#)
- [Book / Magazine Drive](#)

Other Services

- [Other Services](#)

[Return Home](#)

Click on "Submit." When you submit your information, you will be asked whether you have any additional projects to record.

Press "Print Certificate."

WORKING WITH VENTURING-AGED YOUTH

Eleven Ideas to Improve Our Ability to Work with Venturing-Aged Youth

1. Let the youth lead!

- Model your own positive behavior
- Treat youth with respect in your actions and words
- We are developing young men and women and changing them into leaders - we are not making widgets

2. Teambuilding is key

- It's spending time together (to get to know each other) that is the key to success
- Let the youth decide what they want to do -- sometimes it's just fun stuff and not always Scout stuff
- Movies (like White Squall or Lord of the Flies) present excellent group dynamics
- Give the unit some special identity
- Design special T-shirts
- Use special totems

3. Develop a team that works together

- Incentive games
- Ropes courses
- In-door rock wall climbing
- Swimming

4. Be clear with your own expectations

- Exactly what are your expectations? Do you have them clearly identified?
- Be ready to negotiate and change
- Go easy - lighten up - have fun!

5. Let the youth set the rules for the unit

- Have the youth develop no more than 5 rules, such as:
 - Crew first!
 - The Golden Rule.
 - Communicate.
 - Eat everything!
 - Have fun!
- Everyone signs the rules and distribute copies
- Hold everyone (including the adults) accountable to the rules

6. To change behavior, coach by asking questions

- When a youth comes to you, resist the urge to answer his question. Rather, reverse the question back to him
- Ask another question if necessary. The youth members will surprise themselves with what they already know, or can figure out
- Ask "What did you learn?"
- Help the youth members critique themselves and their performance

7. Reward the positive

- The things that get rewarded are the things that get repeated
- Try very hard to find the good in each young person
- Find creative ways to tell each person
- Praise openly and in front of his peers
- Reward the group for the individuals actions

8. Teach the youth the interpersonal skills they need and then trust them

- Treat others like you would like to be treated
- Open and direct communications
- Discuss and practice leadership and followership
- Guide the youth to solve their own problems as a group
- Use Roses and Thorns every day (or whenever needed)

9. Allow the youth to make mistakes

- Teach them what is correct, but then let them make mistakes
- Unless safety is compromised, mistakes are the best teacher. Try to be quiet and hike the extra miles when they miss a trail sign!

10. Use kids to communicate with kids

- Always, always, always work through your youth leader!
- Youth-to-youth communications is the best way to connect to kids
- Remember, you are developing leaders. You must resist the urge to tell a youth, to correct a youth
- Coach the unit's youth leader and let him/her do the communicating

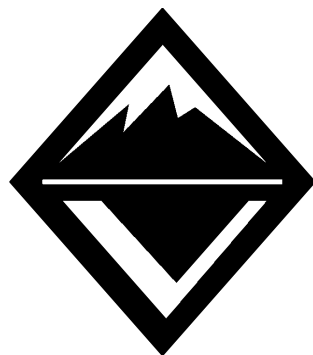
11. Find ways to have fun!

- Venturing-age youth seek out things that are fun to do, or they will find a way to make it fun
- Smile and laugh a lot
- Lighten up!

Adapted from:
Cooper Wright
Advisor, Crew 1519



Recruiting Venturers



VENTURING • BSA

Conducting Student-Interest Surveys

One method Venturing has found to determine the interests of Venturing-age young adults and invite them to join crews relating to those interests is by conducting an annual survey of high school students within the council.

This survey, conducted in schools, is to provide a list by interest group of student names, addresses, communities, phone numbers, grades, ages, and schools. This information is used to invite students to join Venturing crews in their interest areas. For example if 200 students list scuba diving as an interest, the membership committee will know to look for an organization that could begin a crew specializing in scuba diving.

The survey also provides a service to schools by giving them, at no cost, a complete list of their students' hobby choices. Emphasize to school officials that the council is only asking for about 10 minutes of student time each year. In exchange, schools can have information that can help counselors with individual students and can support school curriculum program planning.

Most survey forms and computer programs are developed within the local council. This allows the council to localize its survey. The hobby interests and career interests are listed on the same form and called the student-interest survey. Use the information collected from the career-interest portion of the form for Exploring and the information from the hobby-interest portion of the form for Venturing.

Once you have conducted a student-interest survey and know the interests of youth in the community, share the names with existing crews for invitations to open houses and approach organizations for new crew possibilities.

How to Recruit New Members

Letter of Invitation

The head of the chartered organization or crew president should write a personal letter to each student identified on the student-interest survey, inviting them to a crew open house or other special crew function. Ask the council for a list of recently dropped Boy Scouts ages 14 and older and add them to the invitation list.

- Invite students to bring a friend early in the letter so they will be comfortable attending.
- Mention an exciting set of activities that should motivate them to attend.
- Include in the letter the crew Web site to find out more information.
- Send the letter on organization letterhead (for new units) or crew letterhead (for existing units) and personalize it to the individual student.
- Mail the letter a minimum of 10 to 14 days in advance.
- The letter should be followed up by a phone call from a Venturer within 48 hours of the open house.

Personal Contact

Ask each crew member to list three to five prospective members on cards. The administrative vice president sorts the cards and eliminates duplicates. The names are reviewed at a crew meeting, and those who know the people best are assigned to invite them to a meeting. Do not assign more than three prospects to a crew member. Set a target date for the contacts to be completed, with regular reports on progress.

Publicity

Many crews place meeting notices or posters in schools, churches, or young-adult centers. Radio and newspaper publicity can feature your crew and invite those interested to attend an open house. High-adventure crews put up notices in ski or outdoor equipment stores, sports crews place notices in gyms, and other crews distribute information in appropriate locations. Some crews even make 30-second promotional videos for their school TV systems.

Venturing Crew 425



(Crew Open House-Sample Invitation Letter)

September 10, 2002

Jeremy Price
7503 Windsor Place
Take-any City, TX 75000

Dear Jeremy:

Can you picture you and your friends scuba diving on a shipwreck in the clear, warm water of the Caribbean during spring break next year? That would just be a sample of the kind of exciting activities we do in Venturing Crew 425.

You and your friends are invited to a brief meeting to hear more about how you can participate in these challenging high-adventure activities. The meeting will be Tuesday, September 15th, from 7 p.m. till 8 p.m. at the First Church (see enclosed map).

Venturing is the teenage, coed program of the Boy Scouts of America. We teenagers choose, plan, and run all of our activities. I have enclosed a brochure that explains more about the program. You can also check our cool crew Web site at www.crew425adventure@trip.org. Please bring \$10, which will cover your registration and insurance for all the cool things we do. If you need more information or directions, please call me at 555-2020 or David Kelly at 555-2222.

Feel free to bring your friends! If your parents want to come too, they're welcome.

Sincerely,

Lindsey Hightower
Crew President

Key points in writing the letter.

1. Personalized
2. Comes from youth
3. First paragraph paints the Picture of what the potential members can do
4. Emphasizes: one hour meeting, time, place, bring friends and family, bring registration money, what money is for.
5. Briefly explains who we are and what we do
6. Invites them to visit crew Web site
7. Enclose detailed map and Venturing brochure
8. Gives source to get more information
9. Emphasizes friends some more
10. Sent with stamp – never bulk

Venturing Open House Hints

The Planning

- Set a date for the open house (best in mid-September through late October) 45 to 60 days in advance. Secure names of prospective members from student-interest surveys, friends of Venturers, etc.
- Check for community and school conflicts with the selected date.
- Concentrate on making it fun.
- Is your start time conducive to travel needs, meal times, a teenager's schedule etc.?
- Plan a gathering time activity or have a handout (anything beats staring at the wall).
- Plan each part of the open house; give assignments, and be sure it is youth run.
- Mail open house invitation letters, including an RSVP card and crew three month calendar 10 to 14 days in advance.
- The day before the event make last-minute phone calls to former members. Using the survey list, make reminder phone calls to prospective new members.
- Plan an event to take place soon after the open house.

The Meeting

- The young people like to be called young adults or students, not kids.
- Have the students sign in on a roster as they are arriving.
- Avoid language that is too technical and be careful to not "Venturing-Speak" before they know enough about the crew or Venturing to process the information.
- Present a crew three-month calendar to students during the meeting.
- Promote attendance at the crew event happening in the next few weeks.

The Follow-Up

- Use the roster from the sign-in as a follow-up list to contact.
- Send thank-you letters to everyone that helped make the evening successful.
- Complete the registration of new youth and adults in a timely manner.



OPEN HOUSE SAMPLE AGENDA

- 1. Before the Meeting**
The open house committee arrives at least one hour before the open house. All other crew members arrive at least a half-hour before the open house. All hands-on activities are set up at least half an hour before the open house. All equipment such as a VCR/TV, welcome kit, name badges, sign-in rosters, registration table, etc., are set up at least half an hour before the open house.
- 2. Greeting**
Have signs in the parking lot directing guests to the entrance. Have greeters outside the entrance and just inside the entrance. Have greeters at all turns and at the door to where your open house is held. Once guests are inside, all crew members are greeters.

Greeters
- 3. Hands-On Activity/Icebreaker**
Ask everyone to take a seat.

**Hands-On Committee
Open House Chair or
Crew President**
- 4. Welcome**
The crew president welcomes everyone and introduces crew officers and Advisors.

Crew President
- 5. What Is Venturing and the Purpose of a Crew?**
Consider creative ways to have your crew officers and/or members explain what Venturing is and what a crew does. Tell about program planning, officers, leadership opportunities, the Venturer/Advisor relationship, etc.

Crew Officer
- 6. About Our Crew**
Also in a creative way, share what you think your crew is and some of the activities your crew has done. This could include slides or videos of what you have done. Share your future plans for trips, activities, and your superactivity.

Crew Officer
- 7. Questions and Answers**
Give potential members and their parents an opportunity to ask questions.

Crew President
- 8. Advisor's Comments (Short)**
The crew Advisor wraps up any area not properly addressed earlier and talks about adult supervision and the adults' role in the crew. He or she invites parents to talk further during the registration process.

Crew Advisor
- 9. Invitation to Join**
Invite visitors to join. Explain registration costs, insurance, the code of conduct, crew policies and bylaws, and other pertinent crew information. Explain line by line how to complete the registration form. Tell new members to turn in registration forms and fees to the crew secretary at the registration table during the hands-on activities.

Crew President
- 10. Hands-On Activities and Registration Process**
This is another opportunity for potential members to experience a little of what you do. At the same time, they can register at the registration table.

**Crew Members
Crew Secretary**
- 11. Refreshments**
Refreshments are optional, but often popular. They could include pizza, ice cream, cookies, soft drinks, etc. Serve them at the same time as the hands-on activities or whenever else you want.

All
- 12. Cleanup**

Cleanup Committee

Tools for Recruiting Venturers

Venturing Recruiting Poster, No. 33486

This 22-inch x 34-inch recruiting poster titled “Are You Ready for This?” is to be displayed wherever teenagers hang out. Space is provided to customize the poster with specific information.

Venturing Recruiting Flier, No. 33485

This 8 ½-inch x 11-inch recruiting flier is titled “Are You Ready for This?” Space is provided to customize the flier with specific information. It is to be distributed to individuals in schools and churches.

Sea Scouts Recruiting Brochure, No. 25-353

This colorful six-page brochure can be used to introduce youth to Sea Scouting. It invites prospective members to discover the challenges and opportunities for adventure in Sea Scouting.

Hangin’ Out–Venturing Youth Recruiting Video, No. AV-03V019

This two-minute recruiting video should be shown to teenagers to attract them to the adventure of Venturing. In the video, two teenagers discuss what they did over the weekend. One youth hung out at the mall; the other hung from a climbing tower on a Venturing activity. The Venturer then explains to his friend how many activities are available through Venturing and then invites the viewer to check out the Venturing program.

Sea Scouts: Chart a Course for Life Video, No. AV-03V018

This action-packed presentation is designed to recruit Sea Scouts. It is 3 ½ minutes long and explains to a teenager the fun and adventure of Sea Scouting.

I'm Looking For Some High Adventure!!!

(check areas of interest)

- | | |
|--|--|
| <input type="checkbox"/> Backpacking | <input type="checkbox"/> Sailing/Boating |
| <input type="checkbox"/> Camping/Wilderness Survival | <input type="checkbox"/> Canoeing/Kayaking |
| <input type="checkbox"/> Scuba | <input type="checkbox"/> Horseback Riding |
| <input type="checkbox"/> Cycling/Mountain Biking | <input type="checkbox"/> Downhill/Cross Country Skiing |
| <input type="checkbox"/> Climbing/Rappelling | <input type="checkbox"/> Ecology/Conservation |
| <input type="checkbox"/> Other _____ | <input type="checkbox"/> Shooting Sports |

(Please print all information.)

Name: _____

Address: _____

City, State, Zip: _____

Phone: _____ Birthdate: _____

E-Mail: _____



VENTURING · BSA

Venturing standards for use of firearms

The following guidelines relate to use of firearms within the Venturing program. *Safety should ALWAYS be the primary concern when using firearms as part of the Venturing program.*

Handguns

1. Handgun use is limited to the Venturing program.
2. All pistol shooting activities must be supervised by a currently NRA-certified Pistol Instructor and when on the range, must be supervised by a currently NRA-certified Range Safety Officer.
3. When on the range, there must be a ratio of no more than three shooters per adult coach or instructor. The adult coaches or instructors must be close to the shooters for close supervision. The adult coaches/instructors must be supervised by the Range Safety Officer.
4. *All participants must complete an NRA basic pistol marksmanship course prior to range firing.*
5. With the approval of the local council, handgun shooting may be conducted on BSA camp ranges, provided the shooting is done under the supervision of a currently NRA-certified Range Safety Officer.
6. Shooting safety glasses and ear protection must be worn on pistol ranges.
7. Care must be taken to comply with federal, state, and local laws.

Shotguns

1. For range shooting, shot size is determined by the range rules.
2. All shotgun shooting activities must be supervised by a currently NRA-certified Shotgun Instructor and when on the range, must be supervised by a currently NRA-certified Range Safety Officer.
3. Shooting safety glasses and ear protection must be worn on shotgun ranges.
4. Care must be taken to comply with federal, state, and local laws.

Muzzleloaders

1. Muzzleloading firearms must be of modern manufacture. Firearms made from kits must be certified safe by a licensed gunsmith.
2. All muzzleloader range shooting activities must be supervised by a currently NRA/NMLRA certified muzzle loader firearms instructor and when on the range, must be supervised by a currently NRA-certified Range Safety Officer.
3. For range firing, each participant must have one instructor or adult coach under the supervision of a currently NRA-certified Range Safety Officer.
4. Shooting safety glasses and ear protection must be worn on muzzleloader shooting ranges.
5. Care must be taken to comply with federal, state, and local laws.

Rifles

1. All rifle shooting activities must be supervised by a currently NRA-certified Rifle Instructor and when on the range, must be supervised by a currently NRA-certified Range Safety Officer.
2. Shooting safety glasses and ear protection must be worn on rifle ranges.
3. Care must be taken to comply with federal, state, and local laws.

Use letterhead.

For Immediate Release

City name in all capitals, state name (spell out), release date in ()

Local Eagle Scout Prepares for a "Cool Summer" in the Antarctic

IRVING, Texas (Date) —When 19-year-old Marietta, Georgia, resident Brad Range leaves in August for the operational hub of the U.S. Antarctic Program, McMurdo Station, Antarctica, he will be the 11th Scout chosen to conduct scientific research through the National Science Foundation's (NSF) U.S. Antarctic program. The first Scout accompanied Admiral Richard Byrd—at the well-known explorer's request—on his famous 1928 expedition to the then-unexplored continent.

From McMurdo, Range will join scientists studying the Antarctic ozone hole, and the subsequent effects of global warming on the Earth's ecosystem. He will then team up with NSF-supported researchers building a runway on sea ice. Range's educational studies in engineering will be useful in determining the thickness of the ice as it relates to the landing and takeoff of cargo planes.

Bring in a quote(s) in paragraph 3.

"The Boy Scouts of America in coordination with the National Science Foundation places Scouts with scientists in Antarctica as part of its commitment to integrating research and education. Scouting provides great opportunities for young people to experience life adventures others only dream about," said Roy L. Williams, Chief Scout Executive for the Boy Scouts of America.

Use at least two paragraphs to provide detailed information about person or event.

Range studied astronomy in high school and will do so once again at the Amundsen-Scott South Pole Station, situated in the vast Antarctic interior at 90°S latitude. To close out the expedition, he will join an ice-breaking research ship as it travels toward New Zealand. Range will return to the United States in the spring, following the conclusion of his eight-month expedition.

An article about the BSA Antarctic expedition roused Range's sprit of adventure and spurred him to apply for this research opportunity. While an honor student at Alan C. Pope High School, Range demonstrated his acumen for science—as an excellence in biology recipient, an academic bowl member, and a candidate of the highly selective Governor's Honors Program in science.

- more -

Use to let reader know there is more to the story.

Use full name and best number to reach you at-if it is a cell phone number note that information.

Contact Name
Contact Number

One sentence-be creative.

First paragraph identifies, who, what, when, where, why.

Use key words and page number to begin page 2 of release.

Cool Summer
Page 2

Range joined the Scouting program at the age of 10 as a Boy Scout in Troop 431, chartered to the Roswell, Georgia, United Methodist Church. He completed the requirements for Eagle Scout and is currently a member of Scouting's high-adventure Venturing program. Range's Scouting experiences allowed him to grow not only as a leader and outdoorsman, but spiritually too—serving as chaplain aide at various camping ventures.

Boilerplate information

Despite his academic, spiritual, and Scouting activities, he still finds time to pursue another passion—music, playing for his high school band and the Georgia Tech Marching Band. Range just completed his freshman year at the Georgia Institute of Technology, where he is majoring in mechanical engineering.

Since 1910, the Boy Scouts of America has been the nation's foremost program of character development and values-based leadership training for youth. The program encourages youth to pursue their special interests, make new friends, develop leadership skills, and give back to their community. Scouting annually serves the needs of nearly 5 million youth. Learn more about Scouting at www.scouting.org.

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This identifies the end of the release.

Special instructions for the media only

Editors Note: If you would like to review pictures or to read journal entries while Range is on the expedition, please go to www.xxxxxxxx.org. Special arrangements can be made to speak with the Scout by calling XXX-555-1212.