



New Venturing Program

2014

Venturing



New Venturing Vision

- Flexible program – supporting the Youth
 - Deliver the fun and peer engagement
 - Create the opportunity for leadership
 - Harness the optimism
 - Set the table for their future
- Updated awards program
- New Venturing Program Model (ALPS):
 - Adventure,
 - Leadership
 - Personal Growth
 - Service
- Ranger, Quest, and Trust Awards remain



New Venturing Awards



Venturer

- Commitment to join
- Orientation



Discovery

- Participation
- Preparing for Leadership



Pathfinder

- Demonstrate Leadership
- Continue Participation



Summit

- Mentor
- Strengthen Community by designing and leading a Service Project
- To be the Venturer's "Eagle"



Training Requirements

- **Venturing**
 - Personal Safety Awareness (BSA Venturing - YouTube)
- **Discovery**
 - First Aid & CPR
 - Introduction to Leadership Skills for Crew (ILSC)
 - Crew Officer Orientation
 - “new” - Goal Setting and Time Management (BSA Venturing – syllabus)
- **Pathfinder**
 - “new” - Project Management
 - Advanced Leadership Training (alt to Leadership positions)
 - Experiential Training (ethical controversy and conflict resolution)
- **Summit**
 - “new” - Mentoring and Coaching
 - Advanced Leadership Training (i.e. NYLT, Kodiak Challenge, etc)



Service Requirements



- **Discovery**
 - 24 hours
 - Up to half may be delivered personally
 - The rest must be delivered through crew activity
- **Pathfinder**
 - 36 hours (in addition to the 24 for Discovery Award)
 - Up to half may be delivered personally
 - The rest must be delivered through crew service activity
- **Summit**
 - Plan, develop and give leadership to others in a **Service Project**.
 - Must benefit an org other than BSA
 - Must be approved by org benefitting, Advisor, crew committee, and council/district advancement (per local practices).
 - Conduct Board of Review according to *BSA Guide to Advancement*
 - Different from one carried out for the Eagle Scout, Sea Scout Quartermaster, or Girl Scout Gold award.

Tier Adventures

Tier I Adventures



- little preparation or planning
- little to no prior skill development
- conducted as a one day activity

Tier II Adventures

- Some planning and preparation
- some skill levels from crew members
- conducted in less than four days.



Tier III Adventures



- extensive planning, preparation, and skill development prior to participation
- last at least four days.

New Venturing Award Summary

VENTURING		DISCOVERY		PATHFINDER		SUMMIT			
A	Personal Safety Awareness 1	Participate in two Tier II/III 1	Participate in 2 more (total 4) Tier II/III, serve as leader for one 1	Participate in 3 additional (total seven) Tier II/III ** 1	Participate in 1 Tier I 2	CPR and Standard First Aid or equivalent 2	n/a		
L	n/a	Introduction to Leadership Skills for Crews course 3	Project Management Training 2	Mentoring Training 2	n/a	Goal Setting-Time Mngmt Training 4	Plan & Lead Adventure, work w/ Youth Mentor 3	Mentor another Venturer 3	
				Venturing Crew Officer Orientation 5		Serve as Crew Officer, or Participate/Staff for Leadership Training 4	Two of the following: Serve as Crew Officer, or Participate or Staff for Leadership Training, or Lead delivery of ILSC*** 4		
P	n/a	Personal Reflection of one "realm" * 7	Personal Reflection of two "realms" 7	Personal Reflection of two "realms" 6	n/a	Personal Reflection of one "realm" * 7	Ethical Controversy and Conflict Resolution discussion 8	Personal Code of Conduct 7	
				Personal Goal - one 8		Personal Goals - two 9	Lead Ethical Controversy and Conflict Resolution discussion 8		
S	n/a	24 hours - at least half delivered through Crew service activities 6	Crew Sustainment project 5	Service Project: approved by beneficiary, your Advisor, Crew Committee, and Council/District 5	n/a	36 hours additional (total 60) - at least half delivered through Crew service activities 6	n/a	n/a	
J	Interview 3	Advisor Conference 9	Advisor Conference 10	Advisor Conference 9	n/a	Advisor Conference 9	n/a	n/a	
	Join 4	Crew Board of Review 10	Crew Board of Review 11	"Summit" Board of Review **** 10					

* "realms" - Adventure of Faith, Adventure of Self, and Adventure of Others

** To earn Summit Award Venturer must participate in at least 1 Tier III adventure and served as a leader during 1 adventure

*** Different than those used to qualify for Pathfinder. Advance Leadership Training

**** The "Summit" Board of Review will be conducted with participants similar to Eagle Board of Reviews (per local practices)

Previous Venturing Experiences

- If a registered Venturer met the requirements, as written, he or she may apply it toward the Summit Award system. Here are the requirements that are open to past credit if these requirements were completed as a Venturer prior to June 1, 2014:
 - **Discovery:** A Venturer may receive credit for requirements 1-3,5-6 .
 - **Pathfinder:** A Venturer may receive credit for requirements 1, 3-6, and 8. The “Since earning the Discovery Award” portion of requirements 3 and 4a will be waived for Venturers who completed these requirements prior to June 1, 2014.
 - **Summit:** A Venturer may receive credit for requirements 1, 4, and 8. The “Since earning the Pathfinder Award” portion of requirement 4a will be waived for Venturers who completed these requirements prior to June 1, 2014.
 - **All other requirements must be complete after June 1, 2014.**

Venturing Award Requirements

- All Venturers should earn the Venturing Award soon after they formally join the Crew.
- The new crew member makes a commitment to join and move forward into the experience of Venturing.
- To achieve the Venturing Award the new crew member must:
 - 1. Participate in a crew activity (Tier 1) outside of a crew meeting.**
 - 2. Participate in an interview conducted by your crew president and your Advisor.**
 - 3. Complete Personal Safety Awareness training.**
 - 4. State intention to join the crew during a crew induction ceremony.**

Discovery Award Requirements

- Each Venturer begins to discover his or her interests and talents. As the Discovery Award recipients develop new skills and competencies, their eyes are opened, and the world expands for them.
- **Award Focus: Participation**
 1. Participate in at least two Tier II or III adventures at the crew, district, council, area, regional, or national level
 2. Earn first-aid and CPR certifications
 3. Introduction to Leadership Skills course
 4. Goal setting – time management training
 5. Venturing Crew Officer Orientation
 6. Minimum of 24 hours of service
 - 7-10. Establish and achieve at least one personal goal, including personal reflection, peer and advisor review

Pathfinder Award Requirements

- The Venturer's capabilities and skills expand, and with them come increased responsibility for defining their own way forward in life, service to others, and formal planning and leadership of the crew.
- **Award Focus: Leadership**
 1. Participate in at least two additional Tier II or III adventures at the crew, district, council, area, regional, or national level. Serve as leader for one
 2. Project management training
 3. Work with youth mentor in planning adventure. Lead a reflection at the close of the adventure
 4. Serve in elected leadership position for six months or participate/serve on staff for leadership training such as NYLT, NAYLE...
 5. Plan and lead activity to enhance crew sustainability
 6. Plan and participate in service of 36 hours or more
 - 7-11. **Personal Growth: Explore and reflect on 2 realms, achieve two personal goals, Experiential training, Advisor conference, and Board of Review**

Summit Award Requirements

- Finally, the Summit Award, in which a young person formally serves as a mentor to other Venturers in his or her crew.
- **Award Focus: Mentoring**
 1. Participate in 3 additional Tier II or III adventures (7 total). One Tier III and served as a leader for one adventure
 2. Mentoring and coaching skills training
 3. Mentor a crew member in planning and leadership of crew activity
 4. 2 of 3: 1)Serve in elected leadership position for 6 months, 2)participate or staff leadership training (different from Pathfinder), or 3)lead the delivery of ILSC
 5. Advisor conference – code of conduct, goal-setting
 6. Complete advanced leadership training
 7. Plan, develop, and give leadership to community service project
 8. Complete goal development and planning for all realms of personal growth
 9. Create personal code of conduct for review by peers and adult advisors
 10. Lead and guide ethical controversy and conflict resolution discussion with crew

Venturing Training for Adults

- ✧ Venturing Youth Protection (required)
- ✧ Venturing Advisor Position – Specific (required)
- ✧ Crew Committee Challenge - Crew Committee – Position Specific Training (required)



- Introduction to Outdoor Leader Skills
- Powder Horn
- Wood Badge
- Leadership Challenge (Philmont)

✧ Avail yourself of training the Youth must take – to better understand what they are learning

AND,

✧ All required training for the many Adventures you will support

Resources

For the latest information and updates: www.scouting.org/HOME/programupdates

Under “2014 Updates: Venturing

- Venturing award requirements and program overview (8 page brochure)
- Frequently Asked Questions

For Personal Safety Awareness: www.scouting.org/training/youthprotection/venturing

New Training

Existing courses are being updated and new are under development

Goal-setting and Time Management (available)

Project Management (not available yet)

Mentoring (not available yet)

Venturing Advisor Position – Specific (available)

Crew Committee Challenge - Crew Committee

– Position Specific Training (available)

Handbooks –

Handbook for Venturers (available)

Venturing Advisor Guidebook (available)

Venturing Awards and Requirements Book (not available)

Summit Award Workbook (not available)

Guide to Advancement Updates (not available)

Questions ?