

# Venturing Information Presentation



# What is Venturing

- ◆ Venturing is a youth development program of the Boy Scouts of America for young men and women who are 14 (AND have completed the eighth grade) through 20 years of age.
- ◆ Venturing's purpose is to provide positive experiences to help young people mature and to prepare them to become responsible and caring adults.



# What is Venturing (cont.)

- ◆ Venturing is based on a unique and dynamic relationship between youth, adult leaders, and organizations in their communities. Local community organizations establish a Venturing crew by matching their people and program resources to the interests of young people in the community. The result is a program of exciting and meaningful activities that helps youth pursue their special interests, grow, develop leadership skills, and become good citizens.



# What is Venturing (cont.)

- ◆ Venturing crews can specialize in a variety of avocation or hobby interests.



# Venturing Goals for Youth

- ◆ Learn to make ethical choices over their lifetimes by instilling the values in the Venturing Oath and Code.
- ◆ Experience a program that is fun and full of challenge and adventure.
- ◆ Become a skilled training and program resource for Cub Scouts, Boy Scouts, and other groups.



# Venturing Goals for Youth (cont.)

- ◆ Acquire skills in the areas of high adventure, sports, arts and hobbies, religious life, or Sea Scouting.
- ◆ Experience positive leadership from adult and youth leaders and be given opportunities to take on leadership roles.
- ◆ Have a chance to learn and grow in a supportive, caring, and fun environment.



# Crew Types

- ◆ **Types of Venturing crews**
  - **Citizenship**
  - **Leadership**
  - **Service**
  - **Social**
  - **Outdoor**
  - **Fitness**



# Crew Structure

- ◆ Crew Structure

- ◆ Youth

- President
- Vice President Administration
- Vice President Program
- Secretary
- Treasurer
- Appointed Activity Chairs



# Crew Structure

- ◆ Crew Structure

- ◆ Adult

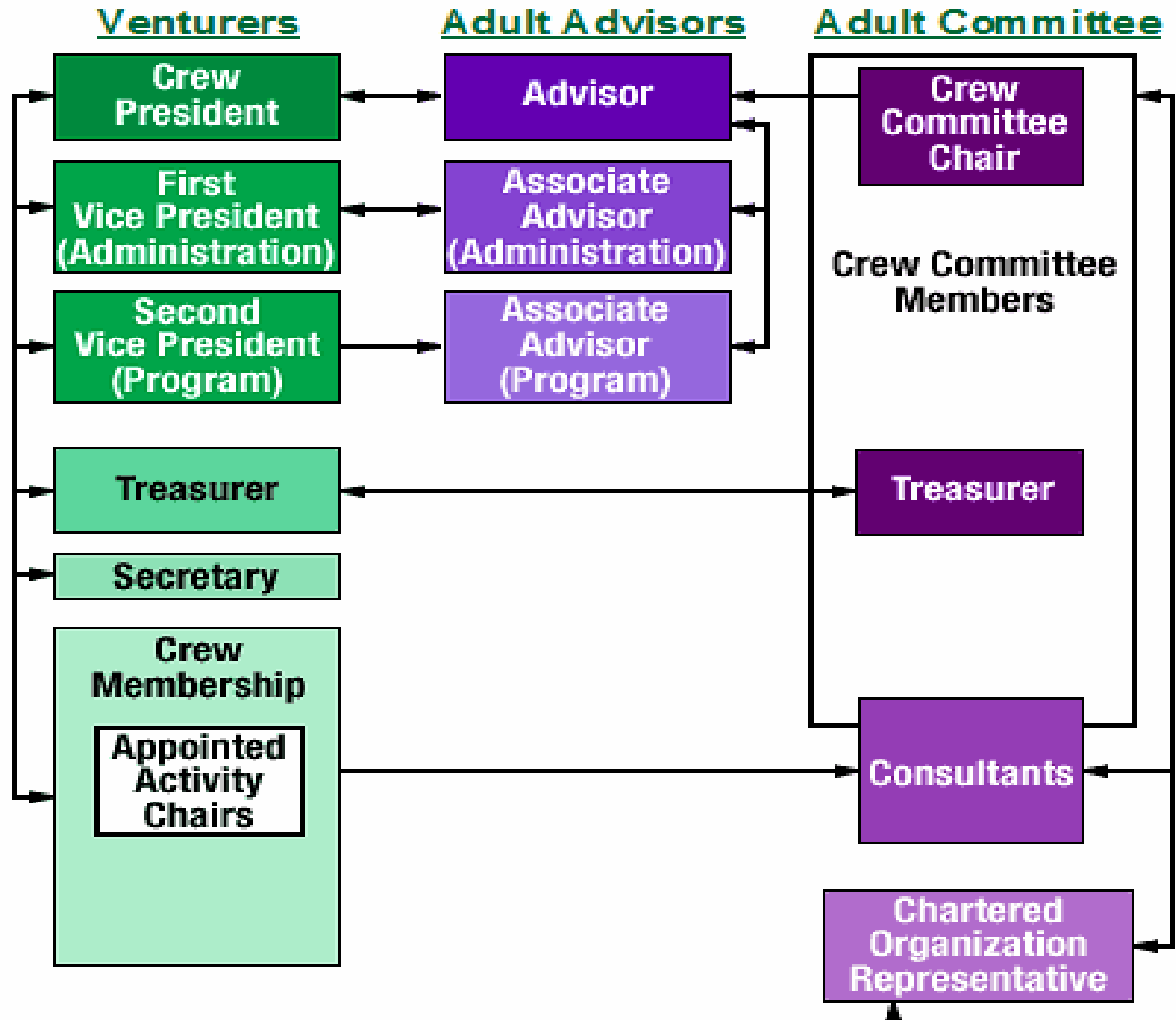
- Advisor

- Associate Advisor (administration)

- Associate Advisor (program)



# Typical Crew Organizational Chart



# Top Ten Reasons to form a Crew

1. Venturing can keep older boys ages 14-18 engaged in the troop longer.
2. Venturing's new advancement program offers Scouts new challenges.
3. Venturing offers older Scouts challenging activities with boys and girls their own age.



# Top Ten Reasons to form a Crew (cont.)

4. Venturing offers additional leadership experience and training that can benefit the troop .
5. Venturing advancement requires Venturers to teach what they have learned to other groups.
6. Scouts ages 14 to 18 and adult leaders can be members of both a Boy Scout troop and a Venturing Crew.



# Top Ten Reasons to form a Crew (cont.)

7. Older Scouts in the troop, especially troop leaders, are expected to participate in both units.
8. Venturers who are First Class and above can continue to work on Eagle Scout rank requirements.
9. A Venturing Crew associated with the troop gives Scouts something to anticipate as they get older.



# Top Ten Reasons to form a Crew (cont.)

10. Venturing can help solve many of the Scoutmaster's challenges:
- Challenging older Scouts while continuing to attract and retain younger Scouts
  - Competing with older Scout's growing interests: cars, girls, and high school.
  - Giving leadership/role model opportunities to all older Scouts

NOTE: from the TVC Web site



# Venturing Crew 55

## Truman, MN

- ◆ Chartered in 2002
  - Current Charter
  - Females - 7
  - Males - 11
  - Multiple (registered with Troop 55) 8
  - Eagle Scouts 3 in the last 2 years
  - Girl Scouts Gold Award 1 (Highest Rank in Girl Scouting)
  - JLTC Trained 8 (3 on JLTC Staff last 3 years)
  - 2 EMT'S because of interest in starting a search and rescue team
  - 2 Life Guards



# Venturing Crew 55 Activities

- ◆ 2002
  - COPE
  - Winter Camping
  - Discover Scuba
- ◆ 2003
  - Venturing Camparie (Yankton,SD)
  - Canoe Trip (Pine River)
  - COPE
  - Winter Camping
  - Discover Scuba
- ◆ 2004
  - Backpacking trek (North Shore Lake Superior)
  - COPE
  - Winter Camping
- ◆ 2005
  - Winter Camping
  - Canoe Trip Voyager national Park (August)



# Venturing Crew 55

## Fund Raisers

- ◆ 2002
  - Harvest Fest (Halloween party)
- ◆ 2003
  - Harvest Fest (Halloween party)
  - Painted a house
- ◆ 2004
  - Painted a barn

Note: Crew 55 does not sell Pop Corn because it would interfere with the Pack and Troop. This is a great fundraiser.



# Steps to Starting a Successful Venturing Crew

1. Chose a Charter type
2. Brain storm with the youth on type of activities they want to do!
3. Plan fundraisers to pay for activities
4. Plan Fun activities



# Steps to Starting a Successful Venturing Crew

**YOUR IMAGINATION IS THE ONLY LIMIT!**

For more information visit

<http://www.scouting.org/venturing>

Is a great Link to the fast start training on line.

Or

<http://www.twinvalleybsa.org/training>

The council training page also has a link to the on-line Venturing training.



# Suggestion

- ◆ Create a unit handbook
  - Rules and guide lines
  - Have the youth create the detail of the book (what is appropriate)
    - ◆ Boyfriends/girlfriends (married couples) behavior
    - ◆ Tobacco usage
    - ◆ Appropriate language



# Why Have Venturing Activities?

- ◆ Boys grow and mature
- ◆ Develop keener interest in:
  - Girls
  - Independence
  - Athletics
  - High School
- ◆ Want ability to become good at something



# Venturing Promotes:

- ◆ Age appropriate activities
- ◆ Positive Challenges
- ◆ Coed activities
- ◆ Independence
- ◆ Association with positive adult role models



# Venturing Advancement Program



# Special Interest Areas

## ◆ Outdoors

- Canoe Trips/BWCAW
- Cycling
- Backpacking
- Survival
- Winter Camping
- Climbing

## ◆ Sports

- Basketball Tournaments
- Volleyball Tournaments



# Special Interest Areas

- ◆ **Arts/Hobbies**
  - Model Aviation
  - Muzzleloaders
  - Shooting Sports
- ◆ **Youth Ministry**
- ◆ **Sea Scouting**



# Why Older Boys Drop out of Traditional Boy Scout Troops

- ◆ Activities boring
  - Troop did same campouts every year
- ◆ Tired of working with younger scouts
- ◆ No High Adventure
- ◆ Troop focuses on advancement
  - Some Scouts join Scouting for the adventure and could care less about being an eagle.
  - Others earn their eagle and there is nothing left for them at troop meetings



# What former Scouts would like to see for older Scouts

(what would get them back in scouting)

- ◆ High Adventure 2-4 times a year
- ◆ Monthly or bi-monthly meetings to plan for high adventure and do something fun
- ◆ No uniform or optional uniform
- ◆ No “forced” advancement
- ◆ Opposite sex in group



# Upcoming Activities

- ◆ Cuyuna Wild Canoe Trips throughout summer
- ◆ Adventure Cuyuna: Oct. 20-23, 2005



# What We Know

- ◆ Average Boy Scout is 13 years and 3 months old
- ◆ Average Eagle Scout is 14 years and 9 months old
- ◆ Average Boy Scout attendance at summer camp is 2.8 years
- ◆ Increased interest in the three G's
  - Gas (cars)
  - Girls
  - Grades
- ◆ Keen interest in High School Aged Youth for high adventure type activities



# Goal

- ◆ **Form High Adventure Crews in major communities to provide a quality program for older youth**



# Council Commitment:

- ◆ Form Venturing Organization Teams in each district to:
  - Identify Communities which need Venturing
  - Train and assist Volunteers to make the crews successful



# Available Literature

- ◆ *Venturing Leader Manual*
- ◆ *Ranger Guidebook*
- ◆ *Silver Award Guidebook*
- ◆ *Venturing Leadership Skills Course*
- ◆ *Sea Scout Manual*

