



2014 PROGRAM UPDATE

ALPS Program Model and Requirements

ADVENTURE

LEADERSHIP

PERSONAL GROWTH

SERVICE



BOY SCOUTS OF AMERICA®

Awards and Key Points

The Venturing awards and recognitions programs are designed to help Venturers grow in the areas of adventure, leadership, personal development, and service. Awards serve as benchmarks that give Venturers a structure for developing their own personal vision into manageable goals that lead to recognition by their peers, mentors, and the larger community.

The Venturing awards program has four levels:

- All Venturers should earn the **Venturing Award** soon after formally joining the program.
- Venturers then proceed by earning the **Discovery** and **Pathfinder awards**.
- Finally, Venturers earn the **Summit Award**, in which a young person formally serves as a mentor to other Venturers in his or her crew.

Venturing is a flexible program, and the awards program is designed to help all Venturers, no matter what their crew specialty, to grow and develop.

VENTURING AWARD

1 The first step in any journey is the courage to begin. At this level, the new crew member makes a commitment to join and move forward into the experience of Venturing.

DISCOVERY AWARD

2 The adventure of participating with the crew unfolds, and 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.

PATHFINDER AWARD

3 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 toward its goals.

SUMMIT AWARD

4 The highest award of Venturing, the Summit Award, goes to those Venturers who have matured in their personal direction, skills, and life competencies, and who have accepted the responsibility to mentor others and serve their communities in a lasting way.

Venturing Awards and Outcomes

VENTURING AWARD

Award Focus: Joining

- Commitment to a new experience
- BSA training on personal safety

DISCOVERY AWARD

Award Focus: Participation

- Small-group management skills training
- Earn first-aid and CPR certifications
- Goal-setting training
- Time-management training
- Minimum of 24 hours of service
- Establish and achieve at least one personal goal, including peer and advisor review

PATHFINDER AWARD

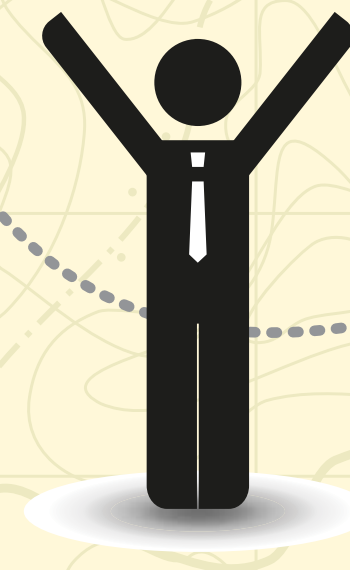
Award Focus: Leadership

- Project management training
- Plan and lead at least one crew activity of one day or longer
- Serve in elected leadership position for six months or more
- Experiential training in conflict resolution, communications, group dynamics, cooperation, and ethical controversies
- Plan and lead activity to enhance crew sustainability
- Plan and participate in service of 36 hours or more
- Establish and achieve two personal goals

SUMMIT AWARD

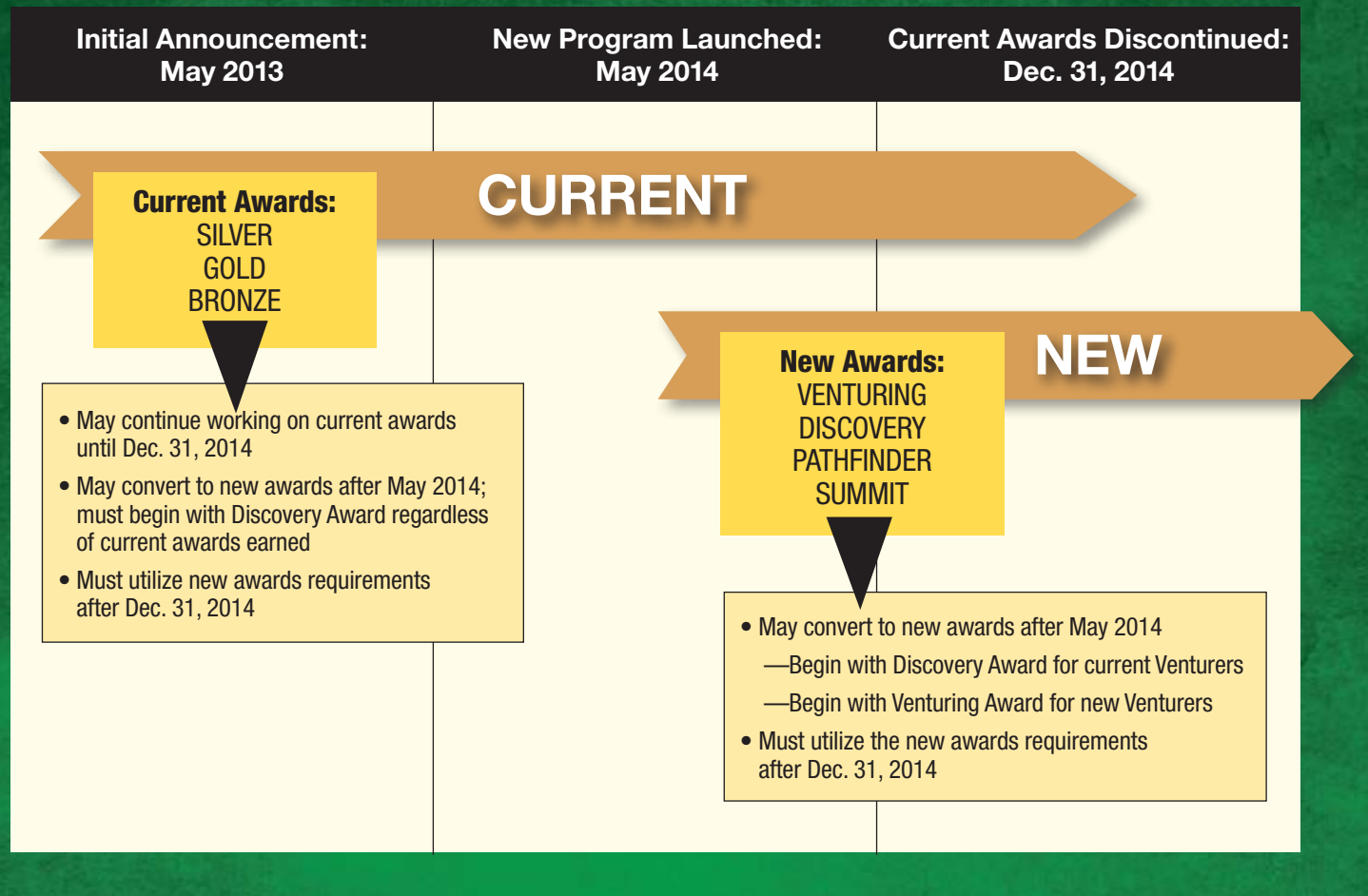
Award Focus: Mentoring

- Mentoring and coaching skills training
- Mentor a crew member in planning and leadership of crew activity
- Serve in elected leadership position for six months
- Lead the delivery of small-group management skills and training
- Complete advanced leadership training
- Plan, develop, and give leadership to community service project
- Complete goal development and planning for all realms of personal growth
- Create personal code of conduct for review by peers and adult advisors
- Lead and guide ethical controversy and conflict resolution discussion with crew



2014–2015 Award Requirements

AWARDS TRANSITION PLAN



VENTURING AWARD REQUIREMENTS

1. Participate in a crew activity 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

Adventure

1. Participate in at least two Tier II or III adventures at the crew, district, council, area, regional, or national level.

2. Complete the following:
 - a. Complete a standard CPR course such as American Red Cross—First Aid/CPR/AED for Schools and the Community or the American Heart Association—Heartsaver Pediatric First Aid/CPR/AED or an equivalent course.
 - b. Complete a standard first aid course such as the American Red Cross Standard First Aid or equivalent course.

Leadership

3. Complete the Introduction to Leadership Skills for Crews course (or an equivalent).
4. Complete BSA goal setting–time management training course.
5. Complete Venturing Crew Officer Orientation.

DISCOVERY AWARD REQUIREMENTS (Continued)

Service

6. Participate in service activities totaling at least 24 hours. Up to half of the service may be delivered personally; the rest must be delivered through crew service activities.

Personal Growth

7. Complete a structured personal reflection, and use this reflection and what you learned from the process to prepare for goal setting and as part of your Level II Award Advisor conference. Explore one of the following realms: “Adventures of Faith,”* “Adventures of Self,” and “Adventures of Others.”
8. In consultation with your Advisor, establish at least one personal goal, and achieve it. The goal should be grounded in the realm you explored in Personal Growth requirement 7.
9. Since earning the Venturing Award, participate in a conference with your Advisor.* As a part of this conference, discuss with your Advisor the challenges you faced and what you learned in fulfilling Personal Growth requirements 7 and 8.
10. After your Advisor conference, successfully complete a crew board of review.

*A Venturer is not required to share the personal reflection associated with “Adventures of Faith” with his or her Advisor, including the discussion that takes place at the Advisor conference, nor with members of a board of review.

PATHFINDER AWARD REQUIREMENTS

Adventure

1. Participate in at least two additional (for a total of at least four) Tier II or III adventures at the crew, district, council, area, regional, or national level. Serve as a leader for one of the adventures.

Leadership

2. Complete BSA Venturing Project Management Training.
3. Since earning the Discovery Award, plan and give leadership to a Tier II or Tier III adventure. Work with a youth mentor to ensure that you have organized the adventure in advance, that you are prepared for contingencies, and that you have prepared the members of your crew to take part. In some cases, you may need to confer with an external consultant to assure the adventure is feasible for your crew. The adventure must take place over at least two consecutive nights. If an event lasts more than four nights, an additional Venturer may share in planning and leading the adventure. If two Venturers plan the adventure, they should work with their mentor to ensure that the workload is divided fairly between the two leaders. At the close of the adventure, lead a reflection with the participants in the activity to determine what was learned and how it helped them to work together as a more effective team. An experienced Venturer should serve as your mentor for the adventure.

4. Complete one of the following:
 - a. Since earning the Discovery Award, serve actively as your crew president, vice president, secretary, treasurer, guide, historian, den chief, or quartermaster for a period of at least six months.** At the beginning of your term, work with your crew president (or Advisor, if you are the president) to set performance goals for the position. Any number of different positions may be held as long as the total length of service equals at least six months. Holding simultaneous positions does not shorten the required number of months. Positions need not flow from one to the other; there may be gaps in time. Once during your term of office, discuss your successes and challenges with your crew president (or Advisor, if you are the president).

OR

- b. Participate in or serve on staff for leadership training such as National Youth Leadership Training, Kodiak Challenge, National Advanced Youth Leadership Experience, Order of the Arrow National Leadership Seminar, Sea Scout SEAL Training, or Wood Badge (for Venturers 18 or older). You may also participate in non-BSA leadership training courses such as those delivered by the National Outdoor Leadership School, if approved by your Advisor.

**Venturers may substitute district, council, area, regional, or national Venturing officer or cabinet positions for the positions listed in this requirement.



PATHFINDER AWARD REQUIREMENTS (Continued)

Service

5. Plan, organize, and give leadership to a project designed to sustain and grow your crew. Submit the plan to your crew president (or Advisor, if you are president) and explain how you think it will encourage more young people to join Venturing.
6. Participate in service activities totaling at least 36 hours. This is in addition to the 24 hours of service required to earn the Discovery Award. Up to half of the service may be delivered personally; the rest must be delivered through crew activities.

Personal Growth

7. Since earning the Discovery Award, explore the two realms ("Adventures of Faith,"* "Adventures of Self," or "Adventures of Others") that you did not explore previously. Based on what you discover, prepare a set of personal reflections or thoughts on the subjects. Use your reflections and what you learned from the process to prepare for fulfilling Personal Growth requirement 3 and for your Pathfinder Award Advisor conference.
8. Participate in an ethical controversy discussion activity that includes an extension into conflict resolution.
9. In consultation with your Advisor, establish at least two personal goals and achieve them. The goals should be grounded in the realms you explored in Personal Growth requirement 7.
10. Participate in an Advisor conference. As a part of this conference, discuss with your Advisor the challenges you faced and what you learned in fulfilling Personal Growth requirements 7 and 9.
11. After your Advisor conference, successfully complete a crew board of review.

**A Venturer is not required to share the personal reflection associated with "Adventures of Faith" with his or her Advisor or members of a board of review, including the discussion that takes place at the Advisor conference or the board of review.*



SUMMIT AWARD REQUIREMENTS

Adventure

1. Participate in at least three additional (for a total of seven) Tier II or Tier III adventures at the crew, district, council, area, regional, or national level. To earn the Summit Award, a Venturer must have participated in at least one Tier III adventure and served as a leader during one adventure.

Leadership

2. Complete BSA Mentoring Training prior to initiating mentoring relationships.
3. Since earning the Pathfinder Award, mentor another Venturer in the planning and implementation of a crew, council, area, regional, or national Venturing activity (see Summit Adventure requirement 1). Work with the youth enough to ensure he or she is ready to lead and has organized the appropriate resources, is prepared for contingencies, and has developed an itinerary, conducted training to support the adventure, and mitigated risk before and during the adventure. Participate in the adventure and provide feedback on how the adventure was conducted.
4. Complete two of the following.
 - a. Since earning the Pathfinder Award, serve actively as your crew president, vice president, secretary, treasurer, guide, historian, den chief, or quartermaster for a period of at least six months.** At the beginning of your term, work with your crew president (or Advisor, if you are the president) to set performance goals for the position. Any number of different positions may be held as long as the total length of service equals at least six months. Holding simultaneous positions does not shorten the required number of months. Positions need not flow from one to the other; there may be gaps in time. Once during your term of office, discuss your successes and challenges with your crew president (or Advisor, if you are the president).

***Venturers may substitute district, council, area, regional, or national Venturing officer or cabinet positions for the positions listed in this requirement.*

SUMMIT AWARD REQUIREMENTS (Continued)

- b. Participate in or serve on staff for leadership training such as National Youth Leadership Training, Kodiak Challenge, National Advanced Youth Leadership Experience, Order of the Arrow National Leadership Seminar, Sea Scout SEAL Training, or Wood Badge (for Venturers 18 or older). You may also participate in non-BSA leadership training courses such as those delivered by the National Outdoor Leadership School, if approved by your Advisor.

This must be a different training course than you completed for Pathfinder Award requirement 4b or Summit Award requirement 4c.

- c. Lead the delivery of Introduction to Leadership Skills for Crews for members of your Venturing crew or another local Venturing crew or for a local district or council training event. After leading the training course, discuss with your crew Advisor how you believe you helped build the skill set of your crew and what you learned by organizing the training course.

Service

5. Since earning the Pathfinder Award, plan, develop, and give leadership to others in a service project helpful to a religious institution, school, or community. (The project must benefit an organization other than the Boy Scouts of America.) Before you start, a project proposal must be approved by the organization benefiting from the effort, your Advisor, the unit committee, and the council or district advancement committee (per local practices).



Notes on Planning and Complementation

- Importance of adult associations
- Individual and crew planning
- Summit Award project process
- Crew and district or council board of review

The latest information is always available at www.scouting.org/programupdates.



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