



VENTURING FREQUENTLY ASKED QUESTIONS

September 22nd, 2014 UPDATE

National Venturing Youth Cabinet

Venturing Program FAQs

If you have specific questions that are not addressed here, please send an email message to NationalVenturing.VicePresident@scouting.org. Answers to questions will be used to generate the next set of FAQs. Newer questions are at the top of the document.

Q: I'm glad to see that the new handbooks have been released. I really like the way the book helps a Venturer get the most out of the program. I noticed something that I think is an error. Who should I report it to?

A: The best thing to do is to send a message to the address at the top of the page. We will forward it to the editors for correction in the next printing.

Q: What can we find in the new handbooks?

A:

Handbook for Venturers:

Part 1: Venturing Essentials

Part 2: What do Venturers do: Areas of program emphasis (Adventure, Leadership, Service, and Personal Development)

Part 3: Planning and leading adventure and your Crew

Venturing Advisor Guidebook:

Part 1: Venturing Essentials, including Venturing pedagogy (experiential education and youth development)

Part 2: Advising youth (how the program operates through Venturing's methods and areas of program emphasis; how to advise and support the youth who design and lead the program)

Part 3: Program Resources and Administration

Venturing Awards and Requirements Book:

Focus on support for TRUST, Quest, Ranger Awards (requirements and resource materials) as well as a compendium of additional programs of interest to Venturers

Q: Where can I find the Goal Setting and Time Management Training for youth?

A: http://www.scouting.org/filestore/venturing/pdf/Goal_Setting_Time_Management.pdf

Q: Where can I order the new "Handbook for Venturers"?

A: <http://www.scoutstuff.org/bsa/new-items/handbook-vt-youth.html#.VB-1KCtdU01>

Q: Are the books just the requirements or do they have information in them just like the Boy Scout handbook?

A: The new books have tons of great information to assist with your program. They are very informative.

Q: Is there an E Book version available for the “Handbook for Venturers”?

A: No, not at this time. The priority is for print copies of all of the books.

Q: Since the new award patches will be sewn on the left pocket, can we still wear the Powder Horn or Kodiak medals that hang from the left pocket button?

A: Yes, you can wear your current award patch and the medal of your choice.

Q: It’s great that the new awards will be available soon. Will the *Guide to Awards and Insignia* be updated to reflect where to place these recognitions?

A: Yes.

Q: Can you tell me a little more about Pathfinder Award requirement 8?

[Requirement 8. 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.]

A: All Venturers have an obligation to help build and sustain the crew for the next generation of Venturers. Many Venturing crews endure only a short period of time, often disbanding when the original members of the crew leave for college.

The purpose of a crew sustainability project is to help your crew continue to grow and thrive. Sustainability is about the capacity to endure. In Venturing, sustainability involves good stewardship of crew resources and ensuring that the crew and the opportunities it provides for others will continue into the future. A sustainability project, whether a long-term project or a single event, should support the crew’s ongoing viability by attracting new members and/or supporting the crew’s ability to continue with its chosen path of adventure. Here is one example, drawn from the upcoming *Handbook for Venturers*:

“A member of a Michigan Venturing crew organized the *Drive to Thrive* event. Each crew member invited a friend. Six cars carrying two Venturers and two guests took part in a road rally. Each destination had an activity based on one of the four areas of program emphasis of Venturing. An adventure stop featured a visit to a climbing wall. The service stop involved two hours of packing food for a food pantry. Then the teams arrived at a park, where they played initiative games for fun and to use

the activities to reflect on leadership and personal growth achieved by working together. The day ended with a bonfire and a cookout. Ten of the guests decided to join the crew.”

Q: What are the new awards made out of - are they pins, patches, medals, etc.?

A: The new awards are embroidered patches that will be worn on the left breast pocket of the uniform. The Summit Award will also be in the form of a medal suspended by a green and white ribbon, which hangs from a silver bar and a square knot, identical to that of the previous Silver Award knot.

Q: Can you wear the Summit Award medal while wearing the Summit Award patch that is sewn on the pocket?

A: Yes.

Wear the embroidered emblem on your pocket until you turn 21. After you turn 21, remove the patch from your pocket and wear the square knot emblem. For special occasions: courts of honor, a bridge of honor, a public flag ceremony, visiting a dignitary, attending a council Venturing banquet, etc., wear the medal, too. The brief time that a medal and the patch (or knot) are worn simultaneously is not a problem - it's a celebration of your accomplishment.

Q: In the past, the term ‘Scout’ was mostly used in reference to Boy Scouts, while ‘Venturers’ was used for Venturing and ‘Cub Scouts’ used for Cub Scouts. Now that all programs use the same Scout Oath and Law, are members of all programs referred to as ‘Scouts’ or will they still be distinguished?

A: Both. Each program can be identified by its unique name, but we are all members not only of the BSA, but also members of WOSM (World Organization of the Scouting Movement). So, it is completely appropriate to refer to any of us as Scouts.

Q: From what I understand, the Venturing participants 18-20 yrs need to use the adult form to register and have completed Youth Protection training. How are they supposed to annotate the form to ensure they are registered with the crew as a participant. There is no Unit Position Code to reflect Venturing Participant. We have started to talk about rechartering and need to know what is expected with this group. Any assistance will be greatly appreciated.

A: The registration and rechartering process is evolving. Here are some guidelines for the next few months.

For current Venturers: recharter as always, since they remain participants

For new Venturers (any age): register as always, using a youth/participant application form, since they are program participants

In either case: no position code is needed since they are not leaders in the unit - they are participants.

Looking ahead: updates will be shared before the end of the calendar year and will offer clarifications on re-registering current (18-20 year old) and registering new (18-20 year old) Venturers. Look for the new process to be fully active next year, probably around March. The new process will only require additional information for documenting adult-level youth protection training and additional information needed to support a criminal background check.

Bottom line: until you hear something different, recharter as with current practice.

Q: When is it appropriate to distinguish the programs and when should you refer to everyone as Scouts?

A: If you are specifically talking about Venturers, it would be appropriate to call them Venturers. If the programs are mixed (i.e. Cub Scouts and Venturers), you can call them 'Cub Scouts and Venturers' or 'Scouts' as a group. During large Scouting events, it would be appropriate to refer to the group as 'Scouts' unless it is more appropriate to celebrate each program individually. At a World Jamboree, where there are Boy Scouts, Pathfinders, Explorers, Scouts, Venturers, Venture Scouts, Rovers, etc., it makes sense to refer to everyone as a Scout, since they are all gathered together in Scouting fellowship and good will.

Q: How can we apply previous Venturing experiences to the new Summit award recognition system?

A: The new Venturing award requirements were designed to reflect what Venturers of successful crews do. If you are a member of an active, adventurous crew, you might notice that you have already completed many of the requirements for the Discovery, Pathfinder, and Summit Awards.

If a registered Venturer met the requirement, 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.

Q: What are the definitions of Tier I, II, and III Adventure and where is this documented?

A: The descriptions for Tiers of Adventure are provided in the youth and advisor handbooks.

Presented below is an extract from the upcoming *Handbook for Venturers*:

Three Tiers of Adventure

Venturing's three levels of adventure are designed to challenge and engage crew members to experience adventure. Each level provides crew members with opportunity for leadership personal growth, and skill development. While Tier I activities are fairly basic, they provide a preparation for the greater challenges and opportunities involved in Tier II and Tier III activities. A well-balanced crew activity program will include activities and adventures in all tiers.

Tier I adventure—Little preparation or planning; little or no prior skill development; less than one day duration (not overnight); not far outside comfort zone. Typically, these adventures are good crew fun or recruiting activities and easily accommodate guests. Examples include bowling night, watch-and-learn STEM night, a trip to a natural history museum, and a climbing wall activity.

Tier I adventures may be stepping stones that lead to implementing a Tier II or Tier III adventure.

Tier II adventure—Some planning or preparation is required; some prior skill development may be desirable or even required; less than four days; outside the standard range of activities. Examples include organizing and running a Special Olympics event, staging a music and dance event for a nursing home, a weekend canoe trip or camping trip, and a three-day crew road rally.

Tier II adventures can serve as shakedown events that lead to Tier III adventure.

Tier III adventure—Extensive planning, preparation, and skill development required prior to participation; at least four days duration; mentally and physically challenging. Tier III adventures are highlights of the program year, and may take place once or twice annually. Your crew will invest considerable time and energy in preparing and carrying out a Tier III adventure. Examples include a 50-mile backpacking trip, planning and directing a science-themed Cub Scout day camp, trip to a weeklong arts festival, New York City museum tour, organizing a sports camp for disabled youth, participating in an international Scouting event, and organizing and participating in programming at a BSA high-adventure base.

Your Advisor should be consulted to confirm the tier of adventure being implemented. He or she will have the final word, for example, as to whether a single-day organization-intensive activity meets the expectations for a Tier II or Tier III adventure.

Tiers of Adventures

The notion of tiers of adventure is designed to challenge you and the members of your crew to take on new challenges and provide you with experiences that you would not have otherwise encountered. The use of Tier II and Tier III adventures is important because of the degree of planning and preparation required to organize and carry them out. These adventures are real tests of your growth as a leader.

Differentiating Tier II from III

The fundamental difference is in the level of preparation, planning, and gathering resources to carry out the adventure. Generally, a Tier II adventure lasts from two to four days duration

and a Tier III adventure lasts for four days or more. When an event of fewer than four days is considered a Tier III adventure, it should reflect these criteria:

§ The planning needed to carry out a shorter event is comparable to that of a longer event.

§ The preparation needed to implement the activity is similar to the preparation needed to implement a longer event.

§ The opportunity to challenge the activity chair and the members of the crew is similar as to what would take place during an activity of longer duration.

Q: I am reading through the new requirements and I am looking at the "Adventures of Faith", "Adventures of Self" and "Adventures of Others". Are these separate awards like the current Venturing Bronze Award or are they [more similar to] the personal goals of the current Venturing Gold Award?

A: The goal setting process is more similar to the goal setting requirement in the current Venturing Gold Award. The biggest difference this time is that the areas of faith, self, and others were established as the realms of exploration. Over his or her time in the program, a Venturer carries out a reflection in each of those areas and uses what was learned through the reflection to set and achieve a goal exploring each of those areas.

More information (such as describing the reflection process and offering examples of setting and attaining goals) is present in the Venturer and Advisor materials....which should be out quite soon.

Q: Can this requirement (service) be defined better? What is meant by "50%... service may be delivered personally; the rest must be delivered through crew activity." Does this mean the member is dependent on his crew planning service activity for half of his service hour opportunities towards completing the service requirement for the Discovery and Pathfinder Awards? Can he or she join another crew's service activity, a crew that he or she is not a member of? Can a "District" level service activity that his crew may not be participating in count towards "non-personal" service activity?

A: Does this mean the member is dependent on his crew planning service activity for half of his service hour opportunities towards completing the service requirement for the Discovery and Pathfinder Awards?

§ That is a correct interpretation of the requirement. The intention is to develop an ethic of service to others through crew activities as well as through individual service contributions.

Can he or she join another crew's service activity, a crew that he is not a member of?

§ If the Venturer is not a member of that crew, it would be an example of delivering individual service.

Can a "District" level service activity that his crew may not be participating in count towards "non-personal" service activity?

§ Since the service activity is not planned by the crew – or based on the way the question was asked, not a “crew event,” then it would count as individual service. If the crew elects to take part in a community service event – and organizes crew participation in that event – then it would “count” as crew-delivered service.

Q: What is the scope and definition of service hours? Does service to the crew count as service hours, or does the service have to be outside the crew, or outside of scouting and does the crew member have to have advisor approval (for personal service)?

A: The *Handbook for Venturers* offers this definition of service:
A service is a valuable action, deed, or effort carried out to meet a need of an individual, a group of people, or an organization. An act must be both valuable and address a need of the recipient to qualify as an act of service. The variety of service project ideas is boundless. And, with your capabilities as a young adult it becomes your responsibility to choose those opportunities which best fit with your personal and crew values and to bring about significant positive change for the individual or organization that you serve. Service is a great place to stretch your leadership muscles.

In counting service hours, service provided as a member of the crew and as an individual are both expected. There is no expectation of Advisor approval for service provided on an individual basis. The “how and why” of the service provided by the individual is a great topic for discussion during an Advisor conference.

Service to the crew (such as for Pathfinder Award Requirement 5) is a separate service requirement for the benefit of the crew and its members and does not “count” toward accumulating service project hours as described in the handbook extract above.

Q: Is there a workbook similar to the Eagle Scout Project Workbook for the Summit Award Service Project?

A: A Summit Award workbook will be released soon to help Venturers organize and document their Summit Award Service project.

Q: "Double dip question:" Would completing an Eagle Scout Project also be credit for completing the Summit Award Service Project (assuming the scout completes his eagle project after he has also completed the Pathfinder Award)? Or does a Venturer have to do a new project independent of his Eagle Scout service project to earn the Summit Award?

A: From the *Handbook for Venturers*:
The capstone service project designed and led by Summit Award candidates must be a different service project than one carried out for the Eagle Scout Award, the Sea Scout Quartermaster Award, or the Girl Scout Gold Award.

Q: While I haven't read the books yet, I have heard that the program is just changing Venturing into Boy Scouting with green shirts and girls.

A: Well, no. If that was the case, it would have been easier to simply open Boy Scouting up to young women and be done. :-)

The designers worked from the point of view that Scouting is a youth development program that begins in the first grade and ends at age twenty. While the outcomes of Scouting are consistent over that time, the delivery method evolves as participants mature. Venturing has the same program outcomes as Cub Scouting and Boy Scouting – but each level of programming is aligned to the developmental needs and interests of the age range served by each level of program. Each level of program seeks to deliver those outcomes in an age appropriate manner with content of interest to youth at each level.

Q: How will Venturing recognition be recorded?

A: Venturing recognition will now be recorded online at MyScouting Tools like Cub Scout and Boy Scout Advancement. There will also be a hard-copy form to fill out, if preferred over online entering, to submit Venturing recognition. These can be used to purchase awards from your Scout Shop.

Followup note: since the recognition system is built around crews implementing youth-designed adventures, the presence (or absence) of annual recognition by crews will help commissioners and local council Venturing officers and Advisors recognize crews that may need assistance building and delivering their crew program.

Q: When will the Venturing Advisor and Crew Committee Challenge be online?

A: Both trainings are already online and available for PDF download.

Advisor Training: http://www.scouting.org/filestore/training/pdf/511-904_WB.pdf

Crew Committee Challenge: http://www.scouting.org/filestore/training/pdf/511-902_WB.pdf

Q: Did the methods of Venturing change?

A: Yes. There were some adjustments, based on observing how the program has worked over the last fifteen years. Two were merged (group activities and adventure); these are the revised methods, with the changes in bold:

Leadership **and Mentoring**
Group Activities and Adventure
Recognition
Adult Association
Ideals
Group Identity

Service

Mentoring represents one of the leadership approaches of Venturing, both for Venturers and Advisors. Venturers guide other Venturers in the delivery of program and adventure; Advisors work largely as mentors to guide and encourage Venturers.

Group Identity recognizes that peer groups are essential for the growth and development of young adults. Group identity is the shared sense of belonging to a group with common values and serves as a means to build positive group interactions and self-confidence. In addition to beliefs and values, group identity includes common areas of interest and activity as well as symbols of that identity, which may include common clothing or other demonstrations of belonging.

Service encourages youth to identify a community need and to take action to address that need. Service helps youth make a difference in the world beyond themselves and in the process develop the disposition to put the needs of others first. Throughout its history, members of the Boy Scouts of America have provided service to others, and asserting Service as one of the methods of Venturing emphasizes its critical role in the movement.

Teaching, formerly a method, was recognized to be embedded in the method of leadership and mentoring, so the role of teaching others remains present in the program. The Ranger, Quest, and TRUST awards still retain requirements related to teaching others the skills learned.

Q: Seeing as how the Summit Knot is the same as the Silver Knot, will there be a device created to distinguish which award somebody earned?

A: Not at this time

Q: Will ILSC be updated to fit the new Venturing Program?

A: Yes, ILSC is currently being updated and will be released as soon as possible.

Q: Will the Hornaday Award for Venturers be changed?

A: No, the requirements are not going to be changed