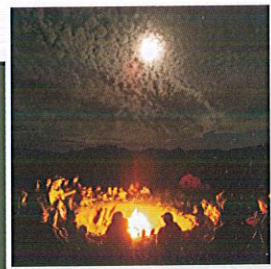
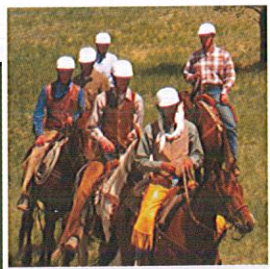
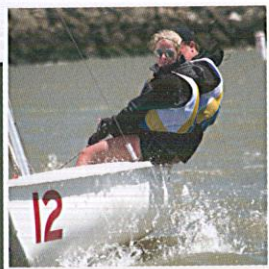




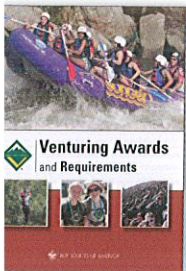
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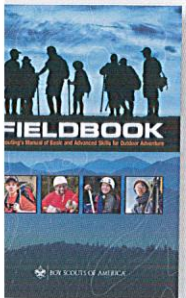
BOY SCOUTS OF AMERICA®

Venturing Tools Quick Reference Guide

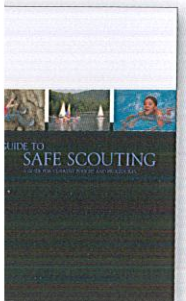
Venturing Portal @ Scouting.org, www.scouting.org/venturing, is your one-stop shop for resources for Venturing news, crew resources, recruitment materials, training, and national events. Check it out, and send in your suggestions for improvement.



Venturing Awards and Requirements, No. 34784, presents the requirements for the Venturing awards and details the requirements for the TRUST, Quest, and Ranger awards. Other opportunities for Venturers are described as well.



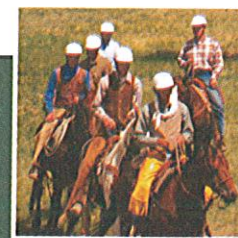
Fieldbook, No. 34006, is the go-to manual for backcountry challenges—everything from hiking, camping, and canoeing to mountain travel, ultralight backpacking, wilderness navigation, and whitewater kayaking—but is small enough to fit into a backpack for use in the field.



Guide to Safe Scouting, No. 34416, lays out all Boy Scouts of America policies and guidelines established to protect members from known hazards. Limitations on certain activities aren't viewed as stumbling blocks, but rather are best described as stepping-stones toward safe and enjoyable adventures.



Handbook for Venturers



BOY SCOUTS OF AMERICA

From the Chief Scout Executive

Dear Venturers and Advisors,

Inspired by a passion for serving the youth of America through Venturing, a team of dedicated volunteers launched into a two-year labor of love to review, revise, and write new program materials. What resulted was a fresh and exciting program that will lead Venturers to new heights. On behalf of the Boy Scouts of America, I extend my utmost appreciation to the volunteer leaders and Venturers who accepted this challenge. The program materials included in the new Venturing resource series will be a wonderful guide through the program to help Venturers and Advisors alike experience exciting and ongoing adventure and fun.

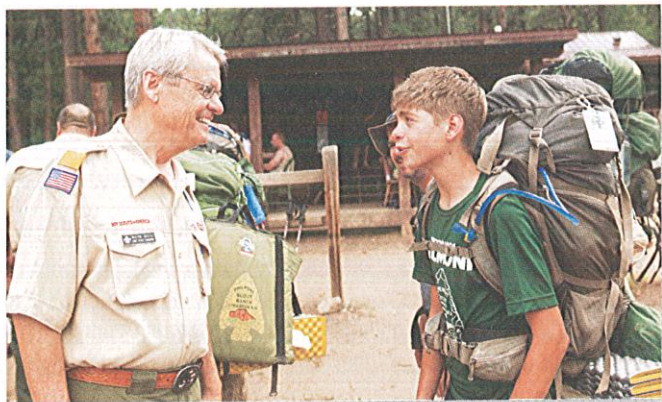
Thanks go as well to those who quietly leave a legacy by serving as crew Advisors. Their dedication to serving the youth of America is integral in their growth as leaders.

To the Venturers who pick up this *Handbook for Venturers* while planning their next big adventure, I know you will find inspiration to grow, lead, and seek adventure as you absorb the information on these pages. What excitement awaits you along that path!

Good luck and Godspeed as you live and Lead the Adventure.

Wayne Brock

Wayne Brock
Chief Scout Executive
Boy Scouts of America



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VENTURING • BSA®



Introduction

When asked what they most want to do with their free time, many young adults say they want to have fun. They want to meet new people and take part in interesting activities. They want to spend time in the outdoors and try new things. They want to hang out with their friends. They want to help others and learn things that will prepare them for the future. They want adventure.



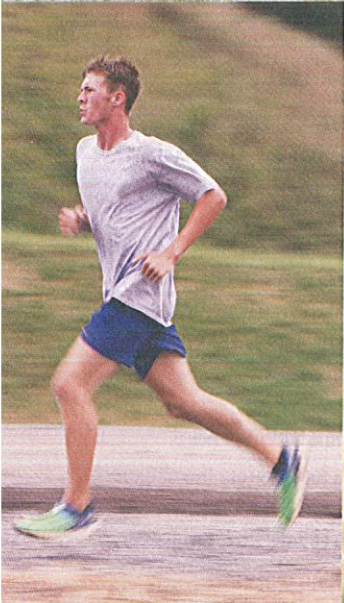
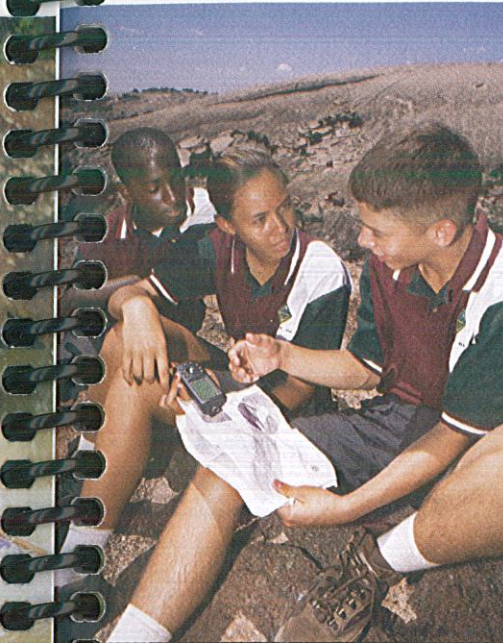
The *Handbook for Venturers* is all about how to make all those things happen—and more. Read on and engage. Make life more adventurous through Venturing.

Using This Handbook

The handbook is structured to help Venturers find information and inspiration at every level of participation within the crew. The sections are described below.

- **Chapter 1: Venturing Essentials** introduces the reader to Venturing and explains how and why one should live life as an adventure. It outlines what living life as an adventure can look like.
- **Chapter 2: Venturing's Areas of Emphasis—The ALPS Model** provides an overview of Scouting and the Venturing program, exploring the four areas of emphasis, which form the foundation for Venturing adventure, activities, and recognition. This section of the *Handbook* will support new Venturers in their first few months in the crew.
- **Chapter 3: Leading and Planning in Venturing** delves deeper into the areas of program emphasis, providing guidance for Venturers who take on leadership positions in their crew and those who want to learn how to achieve Venturing's highest award.
- **Chapter 4: Venturing Resources** offers additional resources for program development and program delivery.
- **Chapter 5: My Venturing Trail** provides Venturers a place to record their progress, recognition, and adventures.

Chapter 1: Venturing Essentials



The Venturing Attitude

Adventure is in Venturing's DNA.

Venturing is adventure with a purpose. Adventures to build camaraderie and skills. Adventures to develop leadership. Adventures to build an attitude of service to others. Adventures in personal growth. Venturing adventure is a platform for development, enabling its members to go where they want in life. And most of all, Venturing adventure is FUN!



Adventure happens whenever Venturers work together to explore and contribute to the world around them, whether building a set for a community musical, boxing cans of food for the local food pantry, or practicing cooking skills with a local restaurant chef.

Many times, Venturing adventure takes place in the outdoors. Whitewater rafting, rock climbing, mountain biking, skiing, and backpacking are examples of some of the amazing outdoor adventures Venturers might find—and so is sitting quietly at the edge of a pond watching the sunset in the evening or even planning a crew trip to explore New York City's Times Square.

Adventure can happen indoors, too, such as visiting a museum, spending time job-shadowing a surgeon at the hospital, or attending a jazz concert. Adventure can also happen simply when laughing with friends at school or a crew meeting.

Just as with life itself, Venturing is whatever you make of it. Each group of Venturers—each crew—is different. Each crew is made up of unique people with different interests, talents, and experiences. There is no typical Venturing crew, just as there is no typical dream for what to achieve in Venturing and in life.

Adventure is an attitude, a way of looking at the world and living our lives. It's not merely about climbing tall mountains, putting on musicals, or learning how to cook gourmet food. It's not only about what we do, but about who we are. It's about what happens inside us as we grow and learn from our experiences and as we lead and serve others.

A Venturer's Reflection

A few years ago, the members of a Venturing crew gathered around a campfire ring near the end of a 10-day backpacking adventure in the Rocky Mountains. The conversation got serious, and crew members took turns sharing a reflection about what their wilderness trip had meant to them. Nick, the funniest member of the group who was known for cheering everyone up by making jokes, was the last to speak. Everybody was sure he would say something funny. Instead, he spoke somberly about how the crew decided they would go on this adventure across the country and about the journey they took together since then to get there. He said, "We have had some great times together—some really FUN times—but for the first time, I'm beginning to realize that there is a larger purpose to these adventures—to prepare us for life beyond Venturing!"



An Introduction to Scouting

Scouting is the world's largest youth movement. It started more than a hundred years ago and has since spread around the world, attracting those who seek to lead life as an adventure. Today, more than 30 million youth in more than 200 countries participate in the adventure of Scouting.

In the United States, the Boy Scouts of America offers three main Scouting programs: Cub Scouting, Boy Scouting, and Venturing, with additional program opportunities through Varsity Scouting and Sea Scouting.

Cub Scouting



- For boys ages 7 through 10.
- Home- and family-centered.
- Program led by adult leaders.
- Participants are part of a *pack*.

Boy Scouting



- For young men ages 11 through 17.
- Emphasis on outdoor programming.
- Program led by youth leaders in consultation with adults.
- Participants are members of *patrols* that make up a *troop*.

Venturing



- For young men and women ages 13 (and completed grade 8) or 14 through 20.
- Features diverse program content.
- Program designed and led by youth, mentored by adult *Advisors*.
- Participants, called *Venturers*, are part of a *crew*.

Venturers who earned First Class rank as registered Boy Scouts or Varsity Scouts are qualified until their 18th birthday to continue with Boy Scout advancement.



Varsity Scouting

Boys ages 14 through 18 may join Varsity Scouting. This program of Boy Scouting offers *teams* that focus on sports, fitness, and high adventure.

- For young men ages 14 through 17.
- Emphasis on high adventure and sports programming.
- Program led by youth leaders in consultation with adults.
- Participants are members of *squads* that make up a *team*.



Sea Scouting

Young men and women meeting the same age requirements as Venturing may also join Sea Scouting, a program focusing on the development of seamanship and preparation for careers and hobbies on the water.

- For young men and women ages 13 (and completed grade 8) or 14 through 20.
- Emphasis on leadership development through seamanship skills.
- Program designed and led by youth, mentored by adult *Advisors*.
- Participants, called *Sea Scouts*, are part of a *ship*.

Once a Scout, Always a Scout

Collectively, all members of the programs of the Boy Scouts of America are referred to as "Scouts." Use of the term Scouts captures the unity of purpose expressed in the mission of the Boy Scouts of America:

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Scout Law.



The Ideals of Scouting

When you make the commitment to join Venturing, you are not just joining your crew. You are joining the worldwide Scouting movement. The ideals in the Scout Oath and Scout Law are the guidelines all Scouts, use to guide their thoughts and actions. They are honored by Scouts around the world.

Scout Oath

On my honor I will do my best
To do my duty to God and my country
and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight.

Scout Law

A Scout is trustworthy, loyal, helpful, friendly, courteous, kind,
obedient, cheerful, thrifty, brave, clean, and reverent.

While all three Scouting programs share the Scout Oath and Scout Law, each has its own motto that offers a way of interpreting the Scout Oath and Scout Law:

- Cub Scouts seek to *do their best* to live up to the ideals of the Scout Oath and Scout Law.
- Boy Scouts commit to *being prepared* to live up to the values of the Scout Oath and Scout Law.
- Venturers aspire to *lead the adventure* of a life guided by the Scout Oath and Scout Law.

Cub Scout Motto	Boy Scout Motto	Venturing Motto
Do Your Best	Be Prepared	Lead the Adventure

The Venturing motto, Lead the Adventure, reminds each Venturer to experience life as actively as possible. Venturers should lead the adventure in the delivery of service, in taking part in outings and adventures, and in personal growth.

The Meaning of the Scout Oath and Scout Law

The use of the word “Scout” includes Venturers. As a Venturer, you are among the oldest participants in Scouting. The terms “Scout” and “Scouting” include Venturers as well as Cub Scouts, Boy Scouts, Varsity Scouts, and Sea Scouts. Obviously, the activities you take part in are more challenging than what younger Scouts experience, but the values that guide your adventures are the same for all.



The Scout Oath

On my honor . . . Honor is the core of who you are—your honesty, your integrity, your reputation, the way you treat others, and how you act when you are on your own.

I will do my best . . . Do all you can to live by the Scout Oath, even when you are faced with difficult challenges.

To do my duty . . . Duty is what others expect of you, but more importantly, it is what you expect of yourself.

to God . . . Your family and religious leaders teach you about God and the ways you can practice your faith. You can do your duty to God by following the wisdom of those teachings and by defending the rights of others to practice their own beliefs.

and my country . . . Help the United States continue to be a strong nation committed to justice for all by learning about our system of government and your responsibilities as a citizen, including voting in local, state, and federal elections. When you do all you can for your family and community, you are serving your country. Making the most of your opportunities will help shape our nation’s future.

and to obey the Scout Law; . . . In your thoughts, words, and deeds, the 12 points of the Scout Law will lead you toward doing the right thing throughout your life.

To help other people at all times; . . . By helping out whenever you can, you are making the world better. “At all times” is a reminder to help even when it is difficult and without waiting to be asked. This resonates with the Venturing motto, Lead the Adventure. Be ready to serve, whenever and wherever the need arises.

To keep myself physically strong, . . . Taking care of your body prepares you for a lifetime of great adventures. You can build your body’s strength and endurance by eating nutritious foods, getting enough sleep, and being active. You should also avoid tobacco, alcohol, illegal drugs, and anything else that might harm your health.

mentally awake, . . . Develop your mind both in and outside of the classroom. Be curious about everything around you, prepare yourself for the challenges of life by getting appropriate education, and never stop learning.

and morally straight. Your relationships with others should be honest and open. Respect and defend the rights of all people. Be clean in your speech and actions and faithful in your religious beliefs. Values you practice as a Scout will help you shape a life of virtue and self-reliance. It is about doing the right thing for yourself and others.

The Scout Law

The Scout Law is the essential companion to the Scout Oath. Its 12 ideals are stated in a positive manner, offering a statement of what you can achieve and things to keep in mind throughout your life.

A Scout is trustworthy. A Scout tells the truth. He or she is honest and keeps promises made. People can depend on him or her. Integrity is a way of life.

A Scout is loyal. A Scout is loyal to those to whom loyalty is due.

A Scout is helpful. A Scout cares about other people. He or she helps others without expecting payment or reward and fulfills his or her duties to family by helping at home.

A Scout is friendly. A Scout is a friend to all. He or she is a friend to other Scouts and offers friendship to people of all races, religions, and nations, and respects them even if their beliefs and customs are different from his or her own.

A Scout is courteous. A Scout is polite to people of all ages and positions. He or she understands that using good manners makes it easier for people to get along.

A Scout is kind. A Scout treats others as he or she wants to be treated and understands that there is strength in being gentle. He or she does not harm or kill any living thing without good reason.

A Scout is obedient. A Scout follows the rules of his or her family, school, and Scouting unit. He or she obeys the laws of the community and country. If he or she thinks these rules and laws are unfair, a Scout seeks to have them changed in an orderly way.

A Scout is cheerful. A Scout looks for the bright side of life. He or she cheerfully does tasks that come his or her way and tries his or her best to make others happy, too.

A Scout is thrifty. A Scout works to pay his or her way and to help others. He or she saves for the future, protects and conserves natural resources, and is careful in the use of time and property.

A Scout is brave. A Scout faces danger even if afraid. He or she understands that sometimes the most important acts of bravery are doing what you believe is right, even as others would encourage you to behave otherwise.

A Scout is clean. A Scout keeps his or her body and mind fit and stands by friends who also live by high standards. He or she avoids profanity and pornography and seeks to keep his or her home and community clean.

A Scout is reverent. A Scout is reverent toward God. He or she is faithful in religious duties and respects the beliefs of others.

Group Identity

Peer relationships are part of an important part in the life 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. The ideals of Scouting and Venturing provide an important part of that foundation, and the group activities designed and led by Venturers provide a means of further developing that identity through shared adventures. In addition to the values and shared activities, symbols such as distinctive dress (including, at appropriate times, the Venturing uniform) are other elements of the group's identity.

Scouting Symbols

Scouting symbols are recognized by millions of people everywhere. The **Scout sign**, composed of three fingers, is one of the most widely recognized symbols in the world and forms an important part of the **Scout salute**. The **Scout handshake** is something you may exchange with your brother and sister Scouts around the world.



A distinctive feature of the Scout handshake is that it is offered with the left hand—the hand closest to the heart.



The **Venturing emblem** represents the challenges and achievements experienced in Venturing as symbolized by the snow-peaked summit in the emblem. Many of the emblems used in Venturing, including the Venturing recognition awards, have this design as a central figure in the badge, to remind you to always pursue life in a spirit of adventure.



The **World Crest** unites Scouts and Scout leaders around the world. The crest is designed with a center motif encircled by a rope tied with a square knot, which symbolizes the unity and brotherhood of the movement throughout the world. Even as one cannot undo a square knot no matter how hard one pulls on it, so, as it expands, the movement remains united.

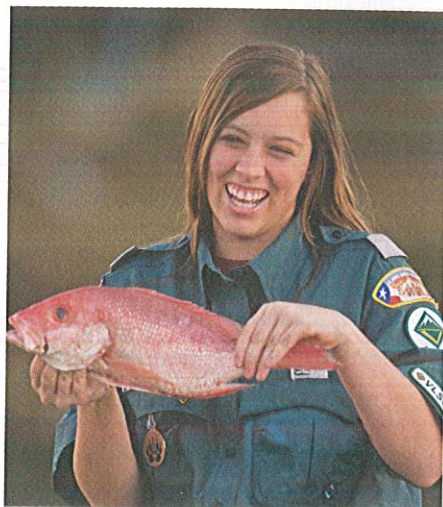
The three tips of the center fleur-de-lis represent the three points of the Scout Oath—duty to God and country, duty to oneself, and duty to others. The two five-pointed stars stand for truth and knowledge.

The crest is white on a royal purple background. These colors are symbolic as well. In heraldry, white represents purity and royal purple denotes leadership and help given to other people.

Scouts and members of the public often ask how the emblem originated. Lord Baden-Powell himself gave the answer: "Our badge we took from the 'North Point' used on maps for orienteering." Lady Baden-Powell said later, "It shows the true way to go." The emblem's symbolism helps to remind Scouts to be as true and reliable as a compass in keeping to their Scouting ideals and showing others the way.

The Venturing Uniform

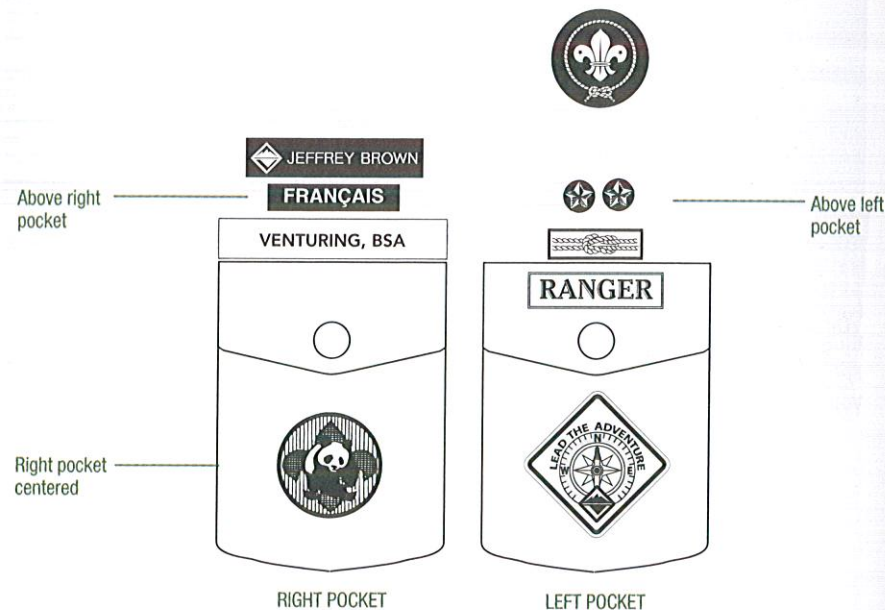
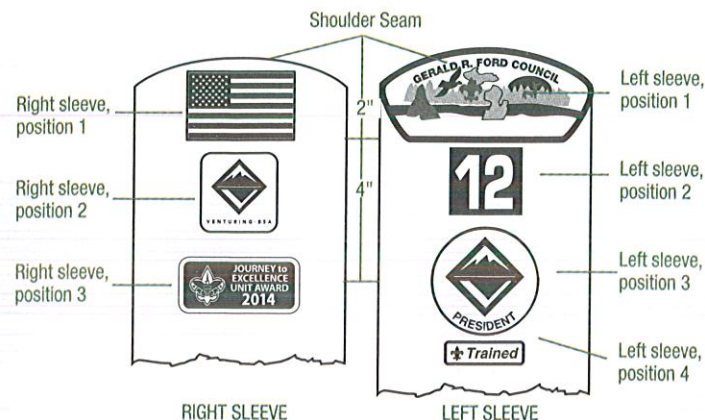
The Venturing uniform is the choice of the crew. Your crew is encouraged to adopt the forest green Venturing shirt with green epaulet tabs and gray backpacking-style shorts or pants. It is recommended for wear when traveling, at crew meetings, at other Scout meetings, when serving the public, and at other appropriate times. If your crew participates in council-, area-, regional-, and national-level events, such as a national Scout jamboree, the Venturing uniform is required.



When doing field activities, your crew might want to wear something more appropriate to the activity, which can be as simple as a crew-designed T-shirt or golf shirt. A crew with an interest in the culinary arts may adopt a chef's jacket—possibly with a logo designed by one of the members of the crew on the pocket. A crew with an interest in STEM adventures may elect to use a lab coat as part of its group identity. A crew with a search-and-rescue interest may select matching parkas or caps to signify their common affiliation.

On more formal occasions such as a parents' night, open house, or awards ceremony, it is appropriate to wear awards such as the Summit, Ranger, Quest, TRUST, Eagle Scout, Girl Scout Gold, and Quartermaster awards on the Venturing uniform.

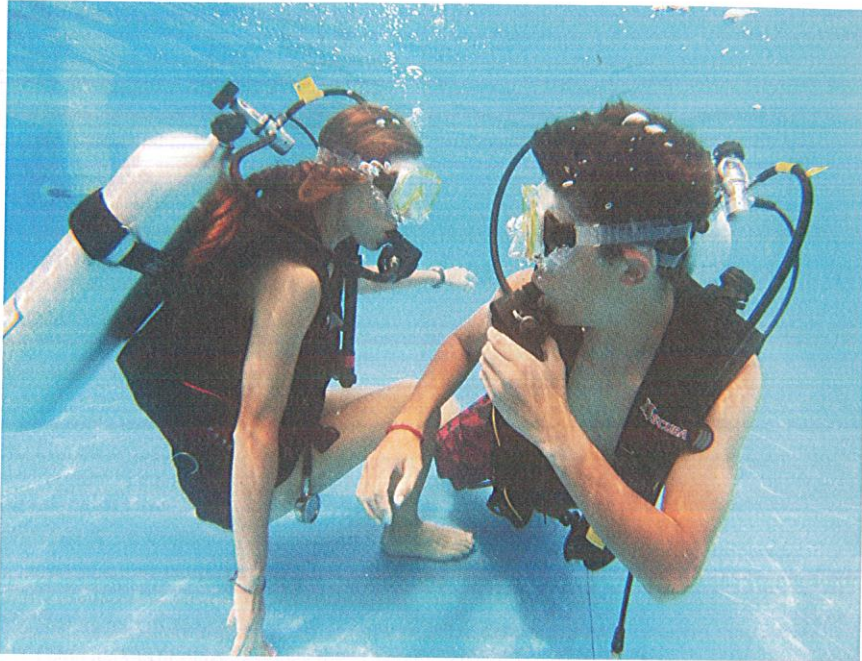
Shoulder Epaulets and Loops



You will acquire insignia noting your affiliation, accomplishments, and responsibilities during your time as a Venturer. This diagram indicates proper placement on the Venturing uniform. *The Guide to Awards and Insignia*, No. 33066, is a good resource for the proper placement and appropriate wearing of all Venturing insignia.

What Do Venturers Do?

Venturers do many things defined by the interests of the crew members and the crew's adventures. In Venturing you will have fun leading, planning, serving, growing, teaching, mentoring, being outdoors, learning, building relationships, and preparing for life, all guided by the values of Scouting.

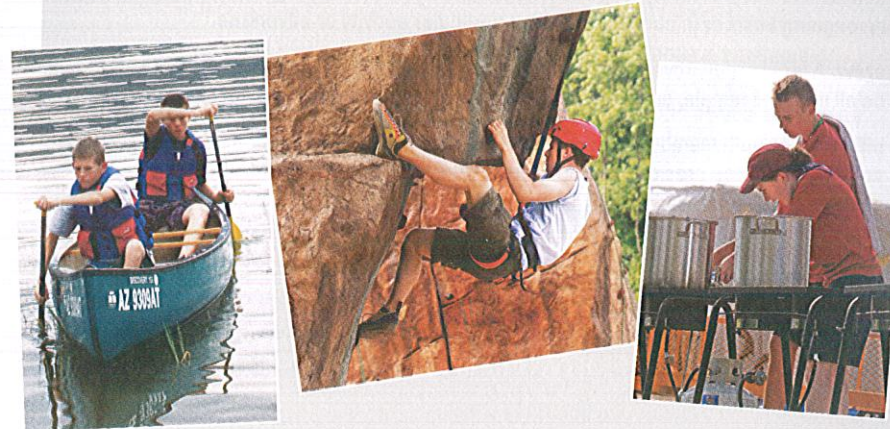


For some crews, volunteering in a soup kitchen or at a training event may be the adventures they choose. Other crews may choose horseback riding or a weekend of rappelling and spelunking. The variety of adventures you choose is limited only by your imagination and your willingness to do what it takes to achieve your goals.

Venturing Program Themes

Some successful Venturing crews offer program around specific themes, such as:

- | | |
|-------------------------|--|
| Board games | Mountain biking |
| Camping | Performances |
| Canoeing | Religious life |
| Community service | Robotics |
| Culinary arts/cooking | Rock climbing |
| Ecological preservation | Scouting service |
| Fencing | Scuba |
| Fine arts | Shooting sports |
| Ham radio | STEM (science, technology, engineering, mathematics) |
| Historical reenactment | Travel |
| Kayaking/whitewater | Volunteering |
| Mission preparation | |



Other crews choose not to specialize but to develop a general interest approach to their activities.

In all crews, not only is the process of choosing, planning, and experiencing adventure a lot of fun, but it also will help you serve others, gain valuable leadership experience, and grow personally.

Leadership in Venturing

You and your peers are the leaders of your Venturing crew. You design the program to meet your interests, and you get involved in planning all elements of the crew's program, including its meetings and activities, operating procedures or bylaws, recognition, finances, and training.

Advisors, or adults associated with Venturing crews, help facilitate your dreams by mentoring and supporting, not by leading. Advisors do not plan events or arrange the crew's program. Their role is to ensure that crew members have an accessible, willing mentor to support them and that the crew's program is safe and follows all of Scouting's policies.

The Advisor and associate Advisors are expected to understand the needs of the crew and its members, offering needed guidance but also encouraging them to develop their own thoughts and plans.

Venturing Terms

Advisor (or associate Advisor). Adult volunteers responsible for the ongoing training and safety of crew officers and other members of the crew.

consultant. Subject-matter experts who assist the crew with program needs, either on an ongoing basis or in connection with a particular activity or adventure.

crew. A local group of young adults who plan and lead a Venturing program. Crews may be all male, all female, or coeducational.

officer. The youth members elected to lead a Venturing crew. These include a crew president and vice presidents supported by additional youth officers, including a secretary, treasurer, and activity chairs.

superactivity. A Tier III (see Three Tiers of Adventure later in this chapter) adventure that represents the focal point or highlight of the crew's annual plan. Typically, they are longer than four days and require extensive planning, budgeting, organizing, and effort to accomplish. A superactivity is one that the crew looks forward to and stretches to accomplish.

Venturer. A youth member of a Venturing crew.

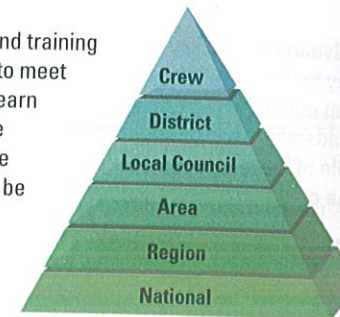
Venturing Officers Association

The most important support body for your crew is a Venturing Officers Association (VOA), a group of Venturers at the district, council, area, and regional levels that provides support for Venturers and Venturing crews. Each VOA is composed of a youth president and vice presidents for administration, program, and communication. All crew presidents are of their district VOA and are encouraged to participate in VOA meetings and activities. Contact your BSA local council to find out more about the Venturing Officers Association.



A strong VOA usually means strong crews. Program and training events offered by the VOA give Venturers the chance to meet other Venturers to build friendships and networks, to learn from their experiences, and to have fun! The collective power of a VOA also allows small and newer crews the opportunity to participate in events that they might not be able to enjoy as a single crew.

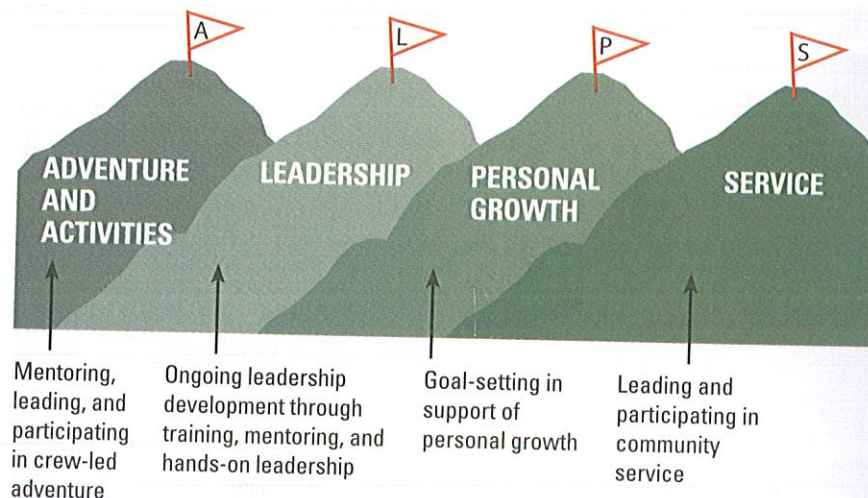
The local Venturing Officers Association is part of a larger network of VOAs that extends across the country. Areas (large geographic expanses) and regions (groupings of multiple areas) offer additional training to support local VOA officers. Area and regional VOAs also offer training and recreational events to crews from across large parts of the country.



Venturing's Areas of Emphasis

Getting the most from your adventure is not always easy. To help you succeed, Venturing uses four areas of emphasis to help the crew plan and carry out its program. Venturing's areas of emphasis are the four areas around which the crew will construct a fun and rewarding program.

The Venturing shorthand for the areas of emphasis is ALPS—Adventure, Leadership, Personal Growth, and Service. Taken together, the Venturing ALPS model is a guide to getting the most out of your adventures while they are happening and as you prepare for your future in college, the workforce, or elsewhere.



Adventure is the key to Venturing, and developing outings with a sense of adventure is the key to the crew having fun and learning something new about themselves. As a Venturer, you not only will participate in outings and adventures, but you also will lead them. As your leadership skills develop, you will become a mentor to other Venturers as they take on the role of leading an adventure or activity. What the adventure looks like is up to you and the crew.

Leadership is the tool you will use as you help the crew plan its adventures. As a Venturer, you will learn to lead the crew through the adventures of their choice. Leadership in Venturing is not just a position—it is an action, captured in the Venturing motto, Lead the Adventure. Even as you begin your Venturing experience, you learn leadership skills by observing crew officers and more experienced members of the crew as they lead the adventure.

Personal growth comes when you learn from your experiences as a Venturer. Conversations with crew members and your Advisor will help you appreciate what you have learned. Personal growth helps you identify and develop your talents and abilities so you can be prepared for life's challenges and opportunities.

Service is the gift we give to others. It allows us to sustain our communities by identifying needs and targeting them. Venturing's commitment to community service will allow your crew to develop a program full of opportunities to serve others—and to have fun while doing so.

Through your participation in each of these four aspects of Venturing's core, you will have fun, experience new activities, and grow as an individual and a member of the crew. You will stretch yourself and become more capable and better prepared to live a life of accomplishment, continued growth, and service to those around you.



Benchmarks of Adventure

If the areas of program emphasis are the “what ya doin’” of Venturing, the benchmarks (awards) are the “how ya doin’.” Each of the ALPS area requirements contains progressively more challenging levels. Each level is designed to help you learn and practice new skills, and to track your success. Each challenge you meet will put you closer to the next award, providing you a well-rounded program and a path forward as you progress. The relationship between the areas of program emphasis and the levels of proficiency is laid out below.

	Adventure and Activities	Leadership	Personal Growth	Service
Summit	Mentoring and participation	Ongoing leadership development	Goal-setting and personal growth	Leading others in service
Pathfinder	Leading and participation	Leading others	Goal-setting and personal growth	Participating in service
Discovery	Participation	Preparing to lead	Goal-setting and personal growth	Participating in service
Venturer	Initial participation, orientation to the crew, Personal Safety Awareness training, induction into the crew			

This ALPS model is a helpful graphic to map out what you do—as well as the level of skill required to implement it—and is a great tool for planning both your personal adventures and a balanced program for your crew.

The requirements for each of the awards include development of certain carefully selected skill sets that are key to achieving success in education, in the workplace—in life!



Venturing Award. The first step in any journey or experience is having the courage to begin. Right from the beginning of your Venturing experience, you will learn about Venturing, what the crew does, what to expect from your experiences with the crew, and making a commitment to the principles of Venturing. The first level of recognition marks your commitment to join and move forward into the adventure of Venturing.

Discovery Award. The second level of the Venturing award system is all about participation and preparing for leadership. As you become more active in the crew, you will discover talents and gain skills that will help you lead and serve others. You will gradually recognize the vast opportunities awaiting you.



Pathfinder Award.

At this level, you will demonstrate your leadership skills by organizing and guiding the crew on adventures. You will continue to deliver service to others, including your crew—to ensure that it remains a strong and viable team. The goals you set and achieve will continue to help you grow as an individual. You will experience both formal and hands-on training to facilitate growth in this area.



Summit Award. The Summit Award represents Venturing's highest honor. To achieve this ultimate recognition, you will serve the crew as a leader—both formally and informally—and you will be a mentor to others. In addition, you will strengthen your community by designing and leading a service project to benefit others. The experiences gained in earning this award will help you mature as a member of a team and as an individual.



The Summit Award

Those who earn the Summit Award are marked as effective leaders, conscientious servants of others, men and women of integrity who live the values of the Scout Oath and Scout Law, and who are capable of setting and achieving ambitious goals, all while living life as an adventure. Future employers and others in the community will know that those who complete the award are not only "finishers," but that they have developed skills and capabilities that prepare them for success in life.

The emblem is a reminder that each step in the "Trail to the Summit" has prepared the Venturer for the next step, the next challenge, the next opportunity, the next adventure, and that together, they have prepared the Venturer for success throughout life with skills, abilities, attitudes, and timeless character values to lead a life of service to the community, a chosen profession, the Venturer's family and religious organization, and to the country.



Getting Started In Venturing: The Venturing Award

Just by joining a Venturing crew, you show you are open to adventure. The Venturing Award recognizes that you have been willing to begin a journey that can lead to even more adventure. Having earned the Venturing Award, you are a Venturer. The requirements for the Venturing Award need not be completed in any particular order, except that the final requirement (4) must be completed after you have completed the three other requirements.

If you are a registered member of a Venturing crew before June 1, 2014, you do not need to earn the Venturing Award and may immediately begin work on the Discovery Award.

Requirement 1. Participate in a crew activity outside of a crew meeting.

Your real introduction to Venturing will take place during an activity other than your crew's regular meeting. Whatever the activity, you will see Venturing in action and have a chance to get to know others in your crew. At the same time, the members of your crew will have a chance to get to know you and help you get the best possible introduction to your crew.

Requirement 2. Participate in an interview conducted by your crew president and your Advisor.

If you were invited by a friend to join your crew, you may already know something about Venturing and how it works. But no matter how you heard about Venturing, you may still have some questions. Prior to completing the joining process for your crew, you will have an opportunity to sit with the crew president and Advisor and become familiar with how the crew works and other things you may wonder about. Your crew's president, along with the crew Advisor, may also want to use this opportunity to talk with you about what the crew does, how much it costs to participate, how it handles fundraising and service, and so on. They might also explain your crew's code of conduct.



If you haven't already received an application form, you should receive one as part of this interview. Complete and return the form to your crew Advisor as soon as possible. Your crew might also ask you to pay a registration fee at this time. You might also be asked to complete a Venturing Activity Interest Survey to help the crew learn what you like to do.

Questions You Might Ask About Your Crew During a Personal Interview

- How often does the crew meet?
- What kinds of things does the crew do?
- What is the biggest adventure the crew has taken in recent years?
- How much does it cost to participate?
- What sort of fundraising does the crew do?
- Who are the other members of the crew that I might know?
- What is Venturing's connection with Scouting?
- How do I fit Venturing into a busy life?
- What makes this crew different from others in the area?
- What keeps other crew members coming back?

Requirement 3. Complete Personal Safety Awareness training.

The purpose of this requirement is to help keep all crew members safe. The Boy Scouts of America is committed to keeping youth safe in all settings. For this reason, the BSA has adopted a series of Youth Protection policies to be followed in Venturing. For example, BSA policy prohibits any adult from ever being alone with a youth member of any Scouting program, including Venturers. For safety, youth in Venturing are expected to always use the buddy system, or even better, travel in a team of four. This always provides at least one additional person who is looking out for your safety.

Part of Scouting's commitment to safety is helping make sure every Venturer can recognize and respond to possible danger, whether in Venturing, school, work, or other settings. Venturing Personal Safety Awareness training features a series of vignettes about some of the risks that young people can face in today's society, including sexual harassment and assault, suicide, and Internet stalking and harassment. The training is available at www.scouting.org/venturing. Print out your certificate of completion and share it with your crew Advisor.

Requirement 4. State your intention to join the crew by participating in an induction ceremony during which you repeat and commit to live by the Scout Oath and Scout Law and the Venturing motto: Lead the Adventure.

A public declaration of one's intentions is a longstanding custom. Before completing this final requirement, you will have taken part in at least one crew activity, reviewed how to keep yourself and others safe, and met with the crew president and Advisor to discuss your crew and how it functions. The final step in the joining process is to commit, in the company of other members of your crew, to live by Venturing's attitude of adventure and the ideals of Scouting.



Many crews will conduct a crew-specific investiture ceremony to formally welcome you to full membership in the crew. Depending on your crew's custom, you might join the movement as an individual or with a small group of other new members. The ceremony may be elaborate or modest, but as part of it you will be asked to commit to joining the world Scouting movement and to repeat the Scout Oath and Scout Law in the company of your crew.

Examples of investiture ceremonies are available at www.scouting.org/venturing.

The values of Scouting are expressed through the Scout Oath, Scout Law, and Venturing motto. These values are what make Scouting different from other organizations and clubs. You will note that the requirement does require you to memorize the Scout Oath, Scout Law, and Venturing motto. This is intentional. You may have already committed them to memory if you were a Boy Scout or Cub Scout. If you are new to Venturing, you don't have to memorize them immediately, but you should know and understand them. You will commit them to memory as you have learned many things of value in your life—by using them on a regular basis. This will quickly happen as you and your crew use these ideals to open or close meetings, during ceremonies, and as a framework to examine ethical controversies. What is most important now in your journey is that you commit to live by those values and do so in a public gathering of your peers.

Tracking Your Ongoing Adventure: Recognition in Venturing

The Venturing Award is designed to orient you to Venturing. The next three recognitions—Discovery, Pathfinder, and Summit—are designed to help you track your progress through adventures. By increasing your skill in the areas of emphasis of adventure, leadership, personal growth, and service, you build skills that will serve you throughout your life. The challenges that await you when earning the Summit Award are quite ambitious, so creating a series of steps that lead you to the goal of an accomplished leader takes time and planning mixed with liberal amounts of fun and adventure.



Recognition Note

The Venturing Award is the first step to Venturing's highest recognition, the Summit Award. Requirements for all the Venturing awards are listed in Chapter 5: My Venturing Trail.

The purpose of Venturing is to have experiences that are fun and that change your life. Recognition is an important part of that process. The awards are a reminder of the progress you have made and the goals you have met. Whether you go all the way to the Summit Award or pause somewhere before that goal, the recognitions you receive mark you as a person of determination and perseverance.



Recognition Note

The TRUST, Ranger, and Quest awards are skill development recognition that are supplements to the core Venturing awards system. They may provide additional activity and enrichment opportunities for you and your crew. The requirements for these and other awards that Venturers can earn may be found in *Venturing Awards and Requirements*.



Guidelines for Recognition

Your crew's officers and Advisor can provide you with guidance in completing the Venturing awards. In completing award requirements and earning other recognitions, the following guidelines apply.

- The requirements for the Venturing Award must be completed before starting on the requirements for the Discovery, Pathfinder, and Summit awards.
- Unless otherwise stated, requirements for the Venturing, Discovery, Pathfinder, and Summit awards and other Venturing recognitions may be completed at any time after joining a crew.
- BSA training courses specified in the Venturing requirements (National Youth Leadership Training, etc.) may be taken either while a Venturer or while a registered member of another BSA program (Boy Scouting, Varsity Scouting, Sea Scouts).
- Third-party training/certifications (such as Red Cross first-aid training) earned while a registered member of another BSA program (Boy Scouting, Varsity Scouting, Sea Scouts) may be used to satisfy Venturing requirements so long as the training/certification is current at the time of applying it to the Venturing requirements. Activities completed to satisfy the requirements of the Venturing, Discovery, Pathfinder, or Summit award may also be used to satisfy the requirements of the TRUST, Ranger, and Quest awards.
- Experienced Venturers, your crew Advisor, consultants, and others approved by your crew's Advisor may certify your completion of requirements. Use the checklist at the back of this handbook to track your progress.
- 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.
- Most of all, have fun!

