



UNDERSTANDING VENTURING AWARDS

BLUE GRASS COUNCIL
VENTURING

2016 Edition

<http://venturing.bgbsa.net>

UNDERSTANDING VENTURING AWARDS

Cool patches, shiny medals, and lots of bragging rights.

It's no wonder that awards are so popular in Scouting.

In Boy Scouting, rank advancement drives a significant part of the program. The early ranks (Scout, Tenderfoot, Second Class, and First Class) focus primarily on basic outdoor skills, and the later ranks (Star, Life, and Eagle) are largely composed of leadership, service, and merit badge requirements. This leads to campouts and summer camps that focus on learning these basic outdoor skills and earning merit badges. Emphasizing advancement in this way is not a problem, but Venturing does things a little differently.

Largely because most Venturers join to have fun and go on adventures, Venturing awards have historically not shared in the popularity of Boy Scout ranks. That being said, although the Venturing awards are not required, they are relatively easy and definitely fun to earn. In fact, if your crew is active, you should be able to accomplish many requirements just by participating.

Awards in Venturing are divided into two major groups: program-level awards and expert-level awards.

There are four program-level awards: the Venturing Award, the Discovery Award, the Pathfinder Award, and the Summit Award. The requirements for each of these awards follow the appropriately-named "ALPS" model, which stands for Adventure, Leadership, Personal Growth, and Service. The awards are designed to match a Venturer's journey from just getting started to reaching a level of excellence where they can become a mentor to other Venturers.

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The first program-level award is the **Venturing Award**, which focuses on the process of joining a crew; ideally, new Venturers should earn this award within a month. Through completing the requirements for this award, new Venturers express their desire and commitment to “join and move forward into the experience of Venturing.”



Requirements for the Venturing Award

1. Participate in a crew activity outside of a crew meeting.
This can be a Tier I, Tier II, or Tier III adventure.
2. Participate in an interview conducted by your crew president and your Advisor.
In this interview, you should discuss personal goals in Venturing, expectations for crew members, and how to get started in Venturing (crew uniform, handbook, etc.)
3. Complete Personal Safety Awareness training.
This training is available online at <link>
4. State intention to join the crew by participating in an induction ceremony, during which you repeat and commit to live by the Scout Oath, the Scout Law, and the Venturing motto: Lead the Adventure.
You can find a sample induction ceremony at <http://www.scouting.org/filestore/venturing/pdf/investiture.pdf>

The second program-level award is the **Discovery Award**, which focuses on participation within the crew. Venturers in an active crew should be able to earn this award within 2-4 months after the completion of the Venturing Award. “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.”



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Requirements for the Discovery Award

Adventure

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

See below note on Tier I, Tier II, and Tier III adventures.

2. Complete the following:

a. 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.

These are fairly easy to find—check at merit badge fairs and University of Scouting.

b. A standard first aid course such as the American Red Cross—Standard First Aid or equivalent course.

These are a little harder to find, but again, check merit badge fairs and U of S. If you cannot find an available course, email president@venturing.bgbsa.net and we will try to hold a course or connect you with an instructor.

Leadership

3. Complete the Introduction to Leadership Skills for Crews course (or an equivalent).

This training is available at <http://www.scouting.org/filestore/training/pdf/511-013WB.pdf>

4. Complete the Goal-Setting and Time Management training courses.

This training is available at http://www.scouting.org/filestore/venturing/pdf/Goal_Setting_Time_Management.pdf

5. Complete Crew Officer Orientation.

This training is available at <http://olc.scouting.org/courses/coo/index.html>

Personal Growth

6. 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 Discovery Award Advisor conference. Explore one of the following area: Development of Faith,* Development of Self, and Development of Others.

This requirement is intended to help Venturers become more aware of themselves, their skills and challenges, and the people that they are. Development of Faith could include exploring morals and personal beliefs, or other topics pertaining to spirituality and religion. Development of Self could include analyzing one's own abilities, needs, and desires. Development of Others could include pondering one's service to others.

7. In consultation with your Advisor, establish at least one personal goal, and achieve it. The goal should be grounded in the area you explored in Discovery Award Personal Growth requirement 6.

This goal should be a meaningful way to apply discoveries from your personal reflection. Goals should be SMART: Specific, Measurable, Attainable, Relevant, and Timely.

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Requirements for the Discovery Award, continued

Service

8. 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.

Examples of crew service could be participating in a crew food drive or painting a picnic table for your chartering organization as a crew. Examples of individual service could include helping out at your local soup kitchen or providing service to council events like the McKee Fall Adventure.

Advisor Conference and Board of Review

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 6 and 7.

In accordance with Youth Protection guidelines, this conference should take part in peace and quiet, but within the view of others.

10. After your Advisor conference, successfully complete a crew board of review.

See the below note on crew boards of review.

**Venturers may, but are not required to, share the personal reflection associated with Development of Faith with their Advisor, during the Advisor conference, or during a board of review.*

***Venturers may, but are not required to, share the personal reflection associated with Development of Faith with their Advisor, during the Advisor conference, or during a board of review.*

Crew boards of review should be chaired by the crew president (or vice president of administration, if the crew president is the one seeking an award). There should be more youth Venturers on the board than adult Venturers; two youth, plus the chair, is a good number. There must also be two crew adults in the room, preferably from the crew committee—these adults are observers and advisors, not active members of the board. Relatives of the Venturer seeking an award should not be present. Boards of review are not interrogations, but instead a review of the Venturer's accomplishments and a way for the crew's leadership (and adults) to find out how successful the crew program is. More information can be found in the Venturing Board of Review Guide: http://www.scouting.org/filestore/venturing/pdf/512-940_WB.pdf.

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The Tier I, II, and III jargon may be difficult to understand at first, but it actually makes a lot of sense. Tier I adventures are one-day activities that don't require a lot of prior planning or skill development, such as a trip to go bowling, a picnic, or a day hike. Because these activities are relatively simple, they're great for inviting new members to "come and see." Tier II adventures do involve some prior planning or skill development, and are less than four days long. These could include weekend campouts, planning and running a 5K run, etc. Most crew activities will fall under the Tier I or the Tier II classification. Crews can also do Tier III adventures, which are almost always at least four days long, require significant preparation and skill, and are very challenging. Examples include long backpacking trips, treks at national high adventure bases, programs such as Ranger Week and the National Jamboree, etc. Due to the time and energy these programs require, your crew probably won't do more than one or two Tier III adventures per year. This system is fairly straightforward, but when an activity's classification is in question (such as when a two-day trip might be intense enough to count as a Tier III adventure), your Crew Advisor will decide whether the activity is a Tier I, Tier II, or Tier III adventure.

The third program-level award is the Pathfinder award, so called because, by this point, Venturers will be finding their own way in the program and becoming the leaders of their crews. This award requires participation in additional adventures, including planning, leading, and reflecting after one adventure.

Crew leadership, additional training, further personal exploration, and more service is also required. Special note should be taken of the membership growth project; in addition to growing Venturing, this project is a direct preparation for the large project in the Summit Award.



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Requirements for the Pathfinder Award

Adventure

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

The requirement to serve as a leader for one adventure can be double-counted with Requirement 3.

Leadership

2. Complete Project Management Training.

This training is not available online yet, but we have a copy of it. When it comes time for you to complete this training, send us an email (president@venturing.bgbsa.net) and we can either present a training for your crew or email a copy of the syllabus to your crew.

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.

As the footnote to this requirement states, if no Venturing youth mentors are available, one of the advisors in your crew can serve as mentor.

4. Complete one of the following:

a. Since earning the Discovery Award, serve actively as 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).

This requirement basically states that you must serve as a crew leader for at least six months. It doesn't matter how many positions you hold during that six months.

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Requirements for the Pathfinder Award, continued

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.

As this requirement does not state "Since earning the <previous> award," this requirement could have been completed at any time since becoming a Venturer.

Personal Growth

5. Since earning the Discovery Award, explore the two areas (Development of Faith,^{***} Development of Self, or Development 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 7 and for your Pathfinder Award Advisor conference.

See note on Discovery Award Requirement 6 for a description of each area. More information can be found in the Handbook for Venturers.

6. Participate in an ethical controversy discussion activity that includes an extension into conflict resolution.

Here are some sample controversies: http://www.scouting.org/filestore/venturing/pdf/Ethical_Controversies_vignettes.pdf

7. In consultation with your Advisor, establish at least two personal goals and achieve them. The goals should be grounded in the areas you explored in Pathfinder Personal Growth requirement 5.

See note on Discovery Award Requirement 7.

Service

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.

Completion of this requirement will not only help support the crew and Venturing, but also prepare Venturers for the more in-depth Summit Award Service Project.

9. 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.

See note on Discovery Award Requirement 8.

UNDERSTANDING VENTURING AWARDS

Requirements for the Pathfinder Award, continued

Advisor Conference and Board of Review

Upon completion of the Adventure, Leadership, Personal Growth, and Service requirements, complete the following.

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 Pathfinder Personal Growth requirements 5 and 7.

See note on Discovery Award Requirement 9.

11. After your Advisor conference, successfully complete a crew board of review.

See above note on crew boards of review.

**If the crew does not have any youth mentors who have earned the Pathfinder Award and completed Mentoring training, an Advisor or associate Advisor may serve as a mentor to meet this requirement.*

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

****Venturers may, but are not required to, share the personal reflection associated with Development of Faith with their Advisor, during the Advisor conference, or during a board of review.*

Venturing's highest award is the Summit Award. Ideally, by this time, Venturers will have gained significant experience in leadership and event planning, and will be ready to mentor other Venturers who are still working on acquiring this experience. In addition to several mentoring-focused requirements, the Summit Award includes additional event participation, leadership experience, and personal reflection. Possibly the most difficult requirement, though, is the major service project, which is very similar to the widely-known Eagle Scout Service Project. Thus, while Venturers at this level get to sit back and mentor others, they are still challenged to continue their leadership growth by providing service to others. The Summit Award takes the form of a patch, a medal, and a uniform knot.



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Requirements for the Summit Award

Adventure

1. Participate in at least three additional (for a total of seven) Tier II or 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.

The Tier III adventure does not have to be listed under the Summit Award; it can be used to fulfill the requirements for the Discovery and Pathfinder Awards as well. In order to earn the Summit Award, a Venturer must simply have participated on a Tier III adventure since joining Venturing.

Leadership

2. Complete Mentoring training prior to initiating mentoring relationships.

You can find the Mentoring training here:

http://www.scouting.org/filestore/training/youth/Mentoring_Venturing_Crews_FG.pdf

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.

The intent of this requirement is to create a self-sustaining cycle of youth development: Summit Award candidates mentor Pathfinder Award candidates as they lead an event, and the cycle repeats once the event leaders complete the Pathfinder Award and begin working on the Summit Award.

4. Complete two of the following.

a. Since earning the Pathfinder Award, serve actively as 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).

See note on Pathfinder Award Requirement 4(a).

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Requirements for the Summit Award, 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 4(b) or Summit Award requirement 4(c).

If Venturers plan to use training courses to fulfill the requirements for both the Pathfinder Award and the Summit Award (in order to eliminate a required time gap between awards), they will have to be a participant or staffer on two of these leadership trainings, plus lead an ILSC course.

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.

Venturers wishing to complete this requirement should first talk with their crew president about doing the training for their crew. If the crew does not need the training, contact the council Venturing Officers' Association, which the crew president is a part of, and ask if any other crews or council trainings need a lead instructor for ILSC. There will almost always be an opportunity available.

Personal Growth

5. Since earning the Pathfinder Award, complete a structured personal reflection. Use this reflection to prepare for goal-setting and as part of your Advisor conference. Explore two of the following areas: Development of Faith,** Development of Self, or Development of Others. You may explore two different areas or explore one area twice.

Completing the reflection requirements for the Discovery and Pathfinder Awards does not automatically complete this requirement. This is a re-reflection, on two areas of Venturers' choosing, based on the additional experience gained since the previous reflections.

6. Create a personal code of conduct. This code of conduct should be guided by your explorations in the areas of faith, self, and others.

Venturers share a code of conduct (Scout Oath, Law, etc.), but each Venturer also has a personal code of conduct, based on personal religious beliefs, views on morality, etc. Personal codes of conduct are very important to have in the adult world, and this requirement gives Venturers the chance to formally develop their own and write it down.

UNDERSTANDING VENTURING AWARDS

Requirements for the Summit Award, continued

7. Since earning the Pathfinder Award, lead an ethical controversy and conflict resolution scenario with members of your Venturing crew.

See note on Pathfinder Award requirement 6.

Service

8. Since earning the Pathfinder award, plan and conduct a service project as described in the Venturing Summit Award Service Project Workbook. Before you start, have the project proposal form from the workbook completed and approved by those benefiting from the effort, your Advisor, and designated crew or ship youth leadership. This project 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.

Make sure to read the Summit Award Service Project Workbook thoroughly, cover-to-cover. This is not the same as an Eagle Project. The biggest difference is that Eagle Scout candidates are required to show leadership of others in their project; Summit Award candidates are encouraged to show leadership, but it is not required. Hence, the project could be something that a Venturer plans and executes largely on his or her own. The workbook can be found here: http://www.scouting.org/filestore/pdf/512-938_WB.pdf

Advisor Conference and Board of Review

Upon completion of the Adventure, Leadership, Personal Growth, and Service requirements, complete the following.

9. Participate in an Advisor conference. As a part of this conference, share your code of conduct with your Advisor, and explain how your explorations of faith, self, and others and your goal-setting exercises influenced the development of your code.

This is generally a much more in-depth Advisor conference than previous conferences. Venturers who earn the Summit Award have accomplished numerous requirements and proven themselves as leaders. This is a time to review a Venturer's entire Scouting career, in addition to reviewing this award.

10. After your Advisor conference, successfully complete a crew board of review.

This is not a usual crew board of review—there are many special protocols that must be followed in this case. The BOR must be chaired by an adult familiar with Venturing and the board must be made up of 5-6 members, at least two of whom must be youth. The full details can be found beginning at the bottom of page 64 in the Guide to Advancement: <http://www.scouting.org/filestore/pdf/33088.pdf>

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

***Venturers may, but are not required to, share the personal reflection associated with Development of Faith with their Advisor, during the Advisor conference, during a board of review.*

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Thus, the program-level awards are the Venturing Award, the Discovery Award, the Pathfinder Award, and the Summit Award. These are classified as program-level because most of the requirements can be easily completed as part of the crew program. The individual requirements, of course, must be completed by each individual, but the trainings, group discussions, and adventures can be completed as a crew. Incorporating aspects from these awards into your crew's program will not only help crew members earn the awards, but will also strengthen your crew and support developing crew leaders.

In addition to the program-level awards, there are also three expert-level awards: Ranger, Quest, and TRUST. These awards are so named because earning them demonstrates a high level of knowledge and skill in each respective area: the outdoors for Ranger, sports and fitness for Quest, and religion for TRUST.

The expert-level awards differ from the program-level awards in several ways. First, many aspects of the program level awards are intended to become part of the general crew program, whereas the expert-level awards are intended for either individual accomplishment or intermittent crew focuses. Second, the expert-level awards are much more complicated than the program-level awards. Ranger and Quest both contain multiple required "core" sections and optional "elective" sections; TRUST contains four sections of 3-4 requirements each, plus a special presentation and crew review. It is important to not simply write the expert-level awards off as the merit badges of the Venturing world. While they do focus on specific areas, they go much more in-depth than almost any merit badge in existence.

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The Ranger Award is probably the most well-known and frequently earned of these expert-level awards. Its challenging requirements mark recipients as true outdoorsmen, people who are comfortable and at home in the wilderness. Since the Venturing program does not emphasize the basic skills of outdoor Scoutcraft, Venturers without a previous Boy Scout background are frequently unfamiliar with knot tying, fire building, outdoor cooking, etc. The Ranger Award provides a framework for learning these valuable skills.



Venturers who have earned the Ranger Award are the perfect candidates for leaders of outdoor adventures, mentors to those leading wilderness adventures or earning the Ranger Award, and crew experts on all things outdoors. Ranger Award recipients will also be better prepared to serve on summer camp staff (particularly in the Outdoor Skills area), NYLT staff (particularly as a Troop/Crew Guide), and national high adventure base staff (particularly as a Philmont Ranger, Northern Tier Interpreter, etc.).

As the requirements for expert-level awards are long and complicated, only a summary will be included here. For the full text of the requirements, you should consult your Venturing Handbook or www.meritbadge.org/. This is particularly the case in the Ranger Award, which contains eight mandatory core requirements and eighteen optional elective requirements (four of which must be completed to earn the award). Many of these requirements can be completed with relative ease by an outdoors-focused crew, or during events such as Ranger Week.

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Ranger Award Requirement Summary

Core Requirements (do all eight)

1. Standard First Aid
2. Communications
3. Cooking
4. Emergency Preparedness
5. Land Navigation
6. Leave No Trace
7. Wilderness Survival
8. Conservation

Elective Requirements (do four)

1. Backpacking
2. Cave Exploration
3. Cycling/Mountain Biking
4. Ecology
5. Equestrian
6. First Aid
7. Fishing
8. Hunting
9. Lifesaver
10. Mountaineering
11. Outdoor Living History
12. Physical Fitness
13. Plants and Wildlife
14. Project COPE
15. Scuba Certification
16. Shooting Sports
17. Watercraft
18. Winter Sports

The Quest Award focuses on sports and general fitness. Venturers who earn this award will develop an awareness of personal fitness and a significant understanding of the requirements of fitness and a sport of their choosing. Note that the first core requirement states “Earn the Sports Bronze Award.” This award was phased out in 2014, and to the best of our knowledge, that requirement has not been replaced. We therefore recommend that Venturers complete the requirements for the Sports Bronze Award, available on www.meritbadge.org, even though that award has been discontinued.



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Quest Award Requirement Summary

Core Requirements (do all five)

1. Sports Bronze Award
2. First Aid
3. Fitness for life
4. Fitness assessment
5. Sports disciplines

Elective Requirements (do one)

1. History and Heritage of Sports
2. Sports Nutrition
3. Drug-free Sport
4. Communications
5. History and Heritage of the Disabled Sports Movement

The TRUST Award focuses both on each Venturer's personal religious beliefs and on the religious beliefs of others. The award has its own handbook, which Venturers should obtain from National Supply (ID #33154) prior to getting started on the requirements. Like the Quest Award, the TRUST Award also requires earning a bronze award; we recommend that Venturers complete the requirements as if they were earning the bronze award, even though it has been discontinued.



TRUST Award Requirement Summary

Complete each of the following sections

1. Tending Your Beliefs (must be completed before beginning the following sections; also contains the Religious and Community Life Bronze Award)
2. Respecting Beliefs of Others
3. Understanding Other Cultures
4. Serving Your Community
5. Transforming Our Society
6. Crew Review
7. TRUST Presentation

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This concludes the expert-level awards: Ranger, Quest, and TRUST. While the requirements for each may seem difficult (and they certainly are), they are worth completing for the additional skills and broadened horizons that each award brings. Plus, the medals are pretty awesome.

You should, by this time, have a much greater understanding of the Venturing award structure, from program-level to expert-level. Hopefully, you can also see how incorporating these awards into your crew's program will lead to a win-win situation: the Venturers in your crew can earn cool awards and your crew's program can become more robust.

Blue Grass Council Venturing is committed to helping crews implement the awards program, and is working to provide resources to help this happen. In addition to this guide, we are available to run trainings such as ILSC and strive to provide opportunities for Venturers to complete requirements that would otherwise be difficult. The most obvious example of this is Ranger Week, where Venturers will complete a sizable portion of their Ranger Award requirements, but crew outings and other council activities such as the KCA Camporee will also work. And if you have any suggestions for additional ways in which the council can support your crew, please let us know!

As you can see, the Venturing awards are not too difficult to earn, and the Blue Grass Council is working to provide as many resources and opportunities as possible. But the best motivation for earning awards comes from Venturers who see the fun in them and are committed to putting in the time and effort required to earn them.

LEAD THE ADVENTURE!

UNDERSTANDING VENTURING AWARDS

Additional Resources

Most of the information in this guide came from the *Handbook for Venturers* and from www.meritbadge.org. Both are exceptionally good resources for every crew.

- Each Venturer should have a copy of the *Handbook for Venturers* (BSA Supply ID #33494). It contains lots of valuable information about the Venturing program, opportunities, etc. You should read it cover-to-cover.
- [MeritBadge.org](http://www.meritbadge.org) is a great, free, online resource for all Scouting awards—including Venturing. It has requirements, additional resources, and more information about Venturing on its Venturing Portal. http://meritbadge.org/wiki/index.php/Venturing_Portal

Appended to this guide are printable requirement sheets that individual Venturers can use to track their progress towards each of the program-level awards. Crews wishing to track award progress could use this spreadsheet: http://www.scouting.org/filestore/venturing/xls/Ven_Awards_Tracking_Sheet.xls

VENTURING AWARD REQUIREMENTS

✓	Requirement	Initial & Date
	1. Participate in a crew activity outside of a crew meeting. Activity: _____	
	2. Participate in an interview conducted by your crew president and your Advisor. Completed: _____	
	3. Complete Personal Safety Awareness training. Completed: _____	
	4. State intention to join the crew by participating in an induction ceremony, during which you repeat and commit to live by the Scout Oath, the Scout Law, and the Venturing motto: Lead the Adventure. Completed: _____	

DISCOVERY AWARD REQUIREMENTS

✓	Requirement	Initial & Date
Adventure		
	1. Participate in at least two Tier II or III adventures at the crew, district, council, area, regional, or national level. Adventure 1: _____ Adventure 2: _____	
	2. Complete the following:	
	a. 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. Completed: _____	
	b. A standard first aid course such as the American Red Cross—Standard First Aid or equivalent course. Completed: _____	
Leadership		
	3. Complete the Introduction to Leadership Skills for Crews course (or an equivalent). Completed: _____	
	4. Complete the Goal-Setting and Time Management training courses. Completed: _____	
	5. Complete Crew Officer Orientation. Completed: _____	
Personal Growth		
	6. 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 Discovery Award Advisor conference. Explore one of the following area: Development of Faith,* Development of Self, and Development of Others. Completed: _____	

DISCOVERY AWARD REQUIREMENTS

✓	Requirement	Initial & Date
	7. In consultation with your Advisor, establish at least one personal goal, and achieve it. The goal should be grounded in the area you explored in Discovery Award Personal Growth requirement 6. Goal: _____ Achieved: _____	
Service		
	8. 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. Activity 1: _____ Activity 2: _____ Activity 3: _____	
Advisor Conference and Board of Review		
	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 6 and 7.	
	10. After your Advisor conference, successfully complete a crew board of review.	

**Venturers may, but are not required to, share the personal reflection associated with Development of Faith with their Advisor, during the Advisor conference, or during a board of review.*

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PATHFINDER AWARD REQUIREMENTS

✓	Requirement	Initial & Date
Adventure		
	<p>1. Participate in at least two additional (for a total of at least four) at the crew, district, council, area, regional, or national level. Serve as a leader for one of the adventures.</p> <p>Adventure 3: _____</p> <p>Adventure 4: _____</p>	
Leadership		
	<p>2. Complete Project Management Training.</p> <p>Completed: _____</p>	
	<p>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.</p> <p>Adventure: _____</p> <p>Completed: _____</p>	
	<p>4. Complete one of the following:</p>	

PATHFINDER AWARD REQUIREMENTS

✓	Requirement	Initial & Date
	<p>a. Since earning the Discovery Award, serve actively as 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).</p> <p>Office and tenure: _____</p> <p>OR</p>	
	<p>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.</p> <p>Course: _____</p>	
Personal Growth		
	<p>5. Since earning the Discovery Award, explore the two areas (Development of Faith,*** Development of Self, or Development 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 7 and for your Pathfinder Award Advisor conference.</p> <p>Completed: _____</p>	
	<p>6. Participate in an ethical controversy discussion activity that includes an extension into conflict resolution.</p> <p>Completed: _____</p>	

PATHFINDER AWARD REQUIREMENTS

✓	Requirement	Initial & Date
	<p>7. In consultation with your Advisor, establish at least two personal goals and achieve them. The goals should be grounded in the areas you explored in Pathfinder Personal Growth requirement 5.</p> <p>Completed: _____</p>	
Service		
	<p>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.</p> <p>Project: _____</p> <p>Completed: _____</p>	
	<p>9. 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.</p> <p>Activity 1: _____</p> <p>Activity 2: _____</p>	
Advisor Conference and Board of Review		
<p>Upon completion of the Adventure, Leadership, Personal Growth, and Service requirements, complete the following.</p>		
	<p>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 Pathfinder Personal Growth requirements 5 and 7.</p>	
	<p>11. After your Advisor conference, successfully complete a crew board of review.</p>	

**If the crew does not have any youth mentors who have earned the Pathfinder Award and completed Mentoring training, an Advisor or associate Advisor may serve as a mentor to meet this requirement.*

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

****Venturers may, but are not required to, share the personal reflection associated with Development of Faith with their Advisor, during the Advisor conference, or during a board of review.*

SUMMIT AWARD REQUIREMENTS

✓	Requirement	Initial & Date
Adventure		
	<p>1. Participate in at least three additional (for a total of seven) Tier II or 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.</p> <p>Adventure 5: _____</p> <p>Adventure 6: _____</p> <p>Adventure 7: _____</p>	
Leadership		
	<p>2. Complete Mentoring training prior to initiating mentoring relationships.</p> <p>Completed: _____</p>	
	<p>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.</p> <p>Completed: _____</p>	
	<p>4. Complete two of the following.</p>	
	<p>a. Since earning the Pathfinder Award, serve actively as 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).</p> <p>Office and tenure: _____</p>	

SUMMIT AWARD REQUIREMENTS

✓	Requirement	Initial & Date
	<p>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 4(b) or Summit Award requirement 4(c).</p> <p>Course: _____</p>	
	<p>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.</p> <p>Completed: _____</p>	
Personal Growth		
	<p>5. Since earning the Pathfinder Award, complete a structured personal reflection. Use this reflection to prepare for goal-setting and as part of your Advisor conference. Explore two of the following areas: Development of Faith,** Development of Self, or Development of Others. You may explore two different areas or explore one area twice.</p> <p>Completed: _____</p>	
	<p>6. Create a personal code of conduct. This code of conduct should be guided by your explorations in the areas of faith, self, and others.</p> <p>Completed: _____</p>	
	<p>7. Since earning the Pathfinder Award, lead an ethical controversy and conflict resolution scenario with members of your Venturing crew.</p> <p>Completed: _____</p>	

SUMMIT AWARD REQUIREMENTS

✓	Requirement	Initial & Date
Service		
	<p>8. Since earning the Pathfinder award, plan and conduct a service project as described in the Venturing Summit Award Service Project Workbook. Before you start, have the project proposal form from the workbook completed and approved by those benefiting from the effort, your Advisor, and designated crew or ship youth leadership. This project 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.</p> <p>Project: _____</p> <p>Completed: _____</p>	
Advisor Conference and Board of Review		
<p>Upon completion of the Adventure, Leadership, Personal Growth, and Service requirements, complete the following.</p>		
	<p>9. Participate in an Advisor conference. As a part of this conference, share your code of conduct with your Advisor, and explain how your explorations of faith, self, and others and your goal-setting exercises influenced the development of your code.</p>	
	<p>10. After your Advisor conference, successfully complete a crew board of review.</p>	

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

***Venturers may, but are not required to, share the personal reflection associated with Development of Faith with their Advisor, during the Advisor conference, during a board of review.*