



What is Venturing?

Venturing is the youth development program of the Boy Scouts of America for young men and woman ages 14-20 years of age.

The purpose of Venturing is to provide positive experiences to help young people mature and prepare them to become responsible and caring adults.

Venturing is based on unique and dynamic relationships between youth, adult leaders, and organizations in their communities. Local community organizations establish a Venturing program by matching their people and program



resources to the interests of young people in the community. The result is a program of exciting and meaningful activities that help youth pursue their special interests, grow, and to become good citizens. Crews can specialize in a variety of interests including outdoor high adventure, sports, arts & hobbies, and youth ministry.

Goals: Young adults in Venturing will:

- Learn to make ethical values and decision-making.
- Experience a program that is fun and full of challenging adventure.
- Become a skilled training and program resource for Cub Scout packs, Boy Scout troops, and other groups.

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



Methods: The aims of the BSA are to build character, develop citizenship, and foster personal fitness. The Venturing methods listed below have been carefully designed to achieve the aims of the BSA and meet the needs

of young adults.

- **Leadership** – All Venturers are given opportunities to learn and apply proven leadership skills. Elected youth officers lead a crew. The *Venturing Leadership Skills* course helps teach all Venturers how to effectively lead.
- **Group Activities** – Venturing activities are interdependent group experiences in which success is dependent on the cooperation of all. Learning by “doing” in a group setting provides opportunities for developing new skills.
- **Adult Association** – The youth officers lead the crew. The officers and activity chairs work closely with adult advisors and other adult leaders in a spirit of partnership. The adults serve in a “shadow” leader capacity.
- **Recognition** – Recognition comes through the Venturing awards program and through the acknowledgement of a youth’s competence and ability by peers and adults.

- **Ideals** – Venturers are expected to know and live by the Venturing Oath and Code. They promise to be faithful in religious duties, treasure their American heritage, to help others, and to seek truth and fairness.
- **High Adventure** – Venturing’s emphasis on high adventure helps provide: team building opportunities, new meaningful experiences, practical leadership application, and life-long memories to young adults.
- **Teaching Others** – All of the Venturing awards require Venturers to teach what they have learned to others. When they teach others, Venturers are better able to retain the skill or knowledge they taught, they gain confidence in their ability to speak and relate to others and they acquire skills that can benefit them for the rest of their lives as a hobby or occupation.



Ethics in Action

An important goal of Venturing is to help young adults be responsible and caring persons, both now and in the future. Venturing uses *Ethical Controversies* to help young adults develop the ability to make responsible choices that reflect their concerns for what a risk is and how it will affect others involved. Because an ethical controversy is a problem-solving situation, leaders expect young adults to employ empathy, invention, and selection when they think through their position and work toward a solution on an ethical controversy.

laying the
groundwork
for tomorrow's
leaders



Learn about your American heritage and how to make a difference in the community in which you live.



Learn habits that will help ensure a healthy lifestyle throughout life.



Become a better leader of people by learning valuable skills that will help you through life and help lead your own program



Take part in a high adventure outdoor program that will teach you new skills including camping, backpacking, whitewater rafting, rock climbing & rappelling, & more



Make a difference in your community by planning and conducting service projects for your community like helping build a *Habitat For Humanity* house



Have fun by “hanging out” with other high school students doing fun and exciting things outdoors whether a high adventure trip, service project, dance, or a pizza party

VENTURE SCOUTING
WORKS!

for more information please contact

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VENTURING - BSA



www.crew229.org

Venturing Crew 229

Harker Heights, TX

Longhorn Council
Leon Valley District

Would you like a chance to camp, canoe, kayak, climb/rappel, sail, hike, or do other outdoor activities? Then you would like the BSA Venturing program for young men and women 14 to 21 years of age.

no experience necessary!

Just an interest in
HIGH ADVENTURE

here are just a few of the activities available...

- Backpacking
- Rock Climbing/Rappelling
- Camping
- Hiking
- Canoeing
- Sailing
- Scuba Diving
- Water Skiing
- Caving
- Mountaineering
- Horseback Riding
- Orienteering
- Fishing