

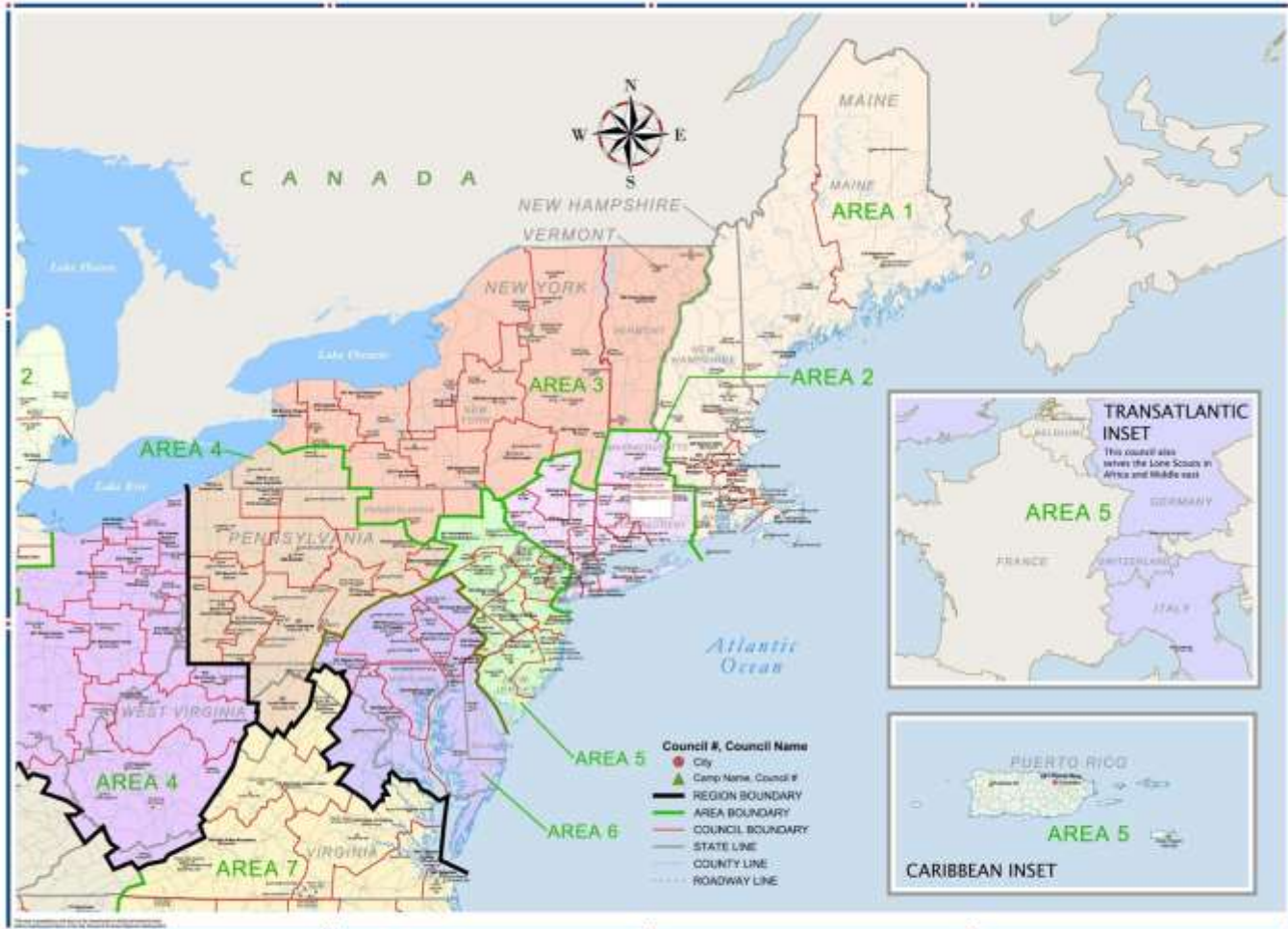
STAYING IN SCOUTING AFTER 15

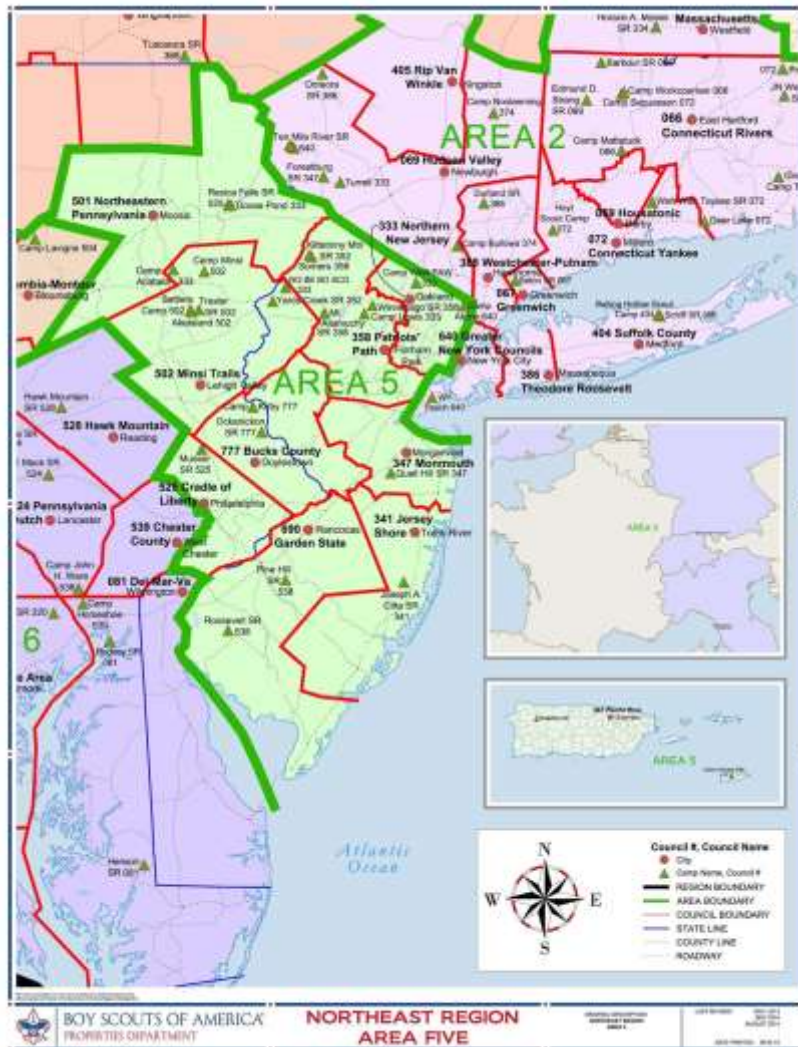
94%

Five Limits to a Scouting Program

- 1) Imagination
- 2) Time
- 3) Travel
- 4) The Guide to Safe Scouting - AKA the Bible
- 5) Money

10 HOURS







What is Venturing??

Venturing is the Youth
Led Coed Scout Program for
14-20 yr old Young Adults

What Is Venturing?

Venturing is a youth development program of the Boy Scouts of America for young men and women who are 13 and have completed the eighth grade, or age 14 through 20 years of age.

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

Venturing is based on a unique and dynamic relationship between youth, adult leaders, and organizations in their communities. Local community organizations establish a Venturing crew 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 helps youth pursue their special interests, grow, develop leadership skills, and become

Venturing crews can specialize in a variety of avocation or hobby interests.

Goals

Young adults involved in Venturing will:

Learn to make ethical choices over their lifetimes by instilling the values in the Scout Oath and Scout Law.

Experience a program that is fun and full of challenge and adventure.

Become a skilled training and program resource for Cub Scouts, Boy Scouts, and other groups.

Acquire skills in the areas of high adventure, sports, arts and hobbies, religious life, or Sea Scouting.

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.

FAST FACTS



ABOUT VENTURING

FACT:

Venturing is for young men and women ages 14 through 20 (and not yet age 21), or age 13 and have completed the 8th grade.

FACT:

About one-third of Venturers are young women.

FACT:

As a Venturer, you will join other young adults in planning activities and operating your Venturing crew.

FACT:

Focus areas of the Venturing program include the outdoors, arts and hobbies, sports, religious life, STEM (science, technology, engineering, mathematics), and Sea Scouts.

FACT:

Venturing gives young adults challenging, exciting adventures like scuba diving, cycling tours, climbing, and rappelling, and hobbies such as shooting sports, service projects and community service, living history, video gaming, and golfing—and much, much more.

FACT:

Although outdoor activities are a major part of Venturing, the program also features life skills like leadership development, public speaking, interviewing, and mentoring.

FACT:

Using the seven leadership methods of Venturing (leadership, group activities, adult association, recognition, Scouting ideals, high adventure and sports, and teaching others), this program for youth helps prepare them to become responsible, caring adults.

FACT:

Venturing impacts nearly a quarter million youth every year.

REALITY:

Venturing can help you learn how to seek thousands of dollars in scholarships.

REALITY:

Venturing is the perfect program for you!

REALITY:

Venturing is so easy to join. Visit www.BeAScout.org to find a crew near you.

REALITY:

You will have more fun than ever by joining Venturing, so join today!

Start your adventure now and go to www.BeAScout.org.



Prepared. For Life.™

225-507
2010 Printing

Every Venturing crew specialty

Animal care/pets

Archery

Arts and hobbies

Athletic coach/manager/trainer

Band/drum and bugle corps/drill team

Basketball

Bicycling/BMX

Black-powder shooting

Camping/backpacking/hiking

Canoeing/rafting

Church worker

Clergyman/missionary

Dance (modern/tap/ballet/folk)

Ethnic cultural history

Fencing

Fishing/fly-tying

Football

General aquatics

General interest

Gun/marksmanship target

Ham radio/citizens band radio

High adventure

Horse training/riding

Horseback riding

Hunting

Ice hockey

Indian culture

Latter-day Saints (LDS)

PART TWO

Magic

Model aircraft/rockets

Model railroading

Music (instrumental/choral/vocal)

Orienteering/compass

Photography

Physical disabilities

Ranger (park/forest/camp)

Recreational boating

Religion

Rock climbing/rappelling

Rowing/sculling

Running/jogging

Safe rides program

Sailing/boating

Scuba diving

Search and rescue

Ski patrol

Snow skiing/cross-country skiing

Soccer

Spelunking/cave exploring

Sports

Swimming/diving

Volleyball

Water skiing

Youth organization volunteering

Youth worker

We are Venture Crew 252, a newly formed, co-ed Crew that focuses on exploring cultural attractions and unique sites of interest. We have only been chartered for a few months, so we are still getting our bearings but making great strides.

We meet on the first and third Thursdays of the month and sometimes hold a monthly supplemental meeting that focuses on an activity. The Crew also conducts a monthly "trip" to a site of interest. So far all trips have been day trips and we plan on a couple camping trips. Given the busy schedules of most teenagers, we feel that the day trips provide more opportunity to attend.

We are currently in a state of transition with regards to our meeting location. We were meeting at the First Baptist Church of Cherry Hill, but they are closing. We, along with Troop and Pack 252, are going to be chartered by Trinity Presbyterian Church in Cherry Hill. Once the new charter is in place we will be meeting at Trinity.

Our greatest accomplishment, other than getting chartered, has to be having a Crew that is truly run by the Venturers.

To date we have taken trips to Asbury Park to see the Silver Ball Museum and Convention Hall; Philadelphia to visit Eastern State Penitentiary and Reading Terminal Market; Doylestown to see Font Hill Castle; and a ski trip to Camelback Mountain.

The logo for 'WEIRD N.J.' is rendered in a stylized, bubbly font. The letters are filled with a gradient of colors, transitioning from bright yellow at the bottom to a vibrant orange at the top. Each letter has a thick, dark outline, giving it a three-dimensional appearance. The 'W' and 'E' are connected, as are the 'I' and 'R'. The 'N.J.' is written in a similar style, with the 'J' having a small dot at the bottom.

WHY YOUR TROOP NEEDS A CREW

YOUR TROOP WILL GROW AND RETAIN MEMBERS.

Your troop will grow and have increased opportunities with a companion crew. Giving scouts broader opportunities are is the way to keep them in the program and help us achieve the mission of the BSA. Venturing is designed to meet the needs of young adults 14-20.

Some 14-17 year old boys are going to leave your troop anyway, isn't it better that they are "lost" to another unit in your chartered organization?

18 to 20 year olds are more likely to register as ASMs with your troop if they are active in their crew."

Your troop will have more Eagles who earn it at a higher age and the average age of your SPL will increase.

VENTURING IS A WAY FOR YOUR OLDER SCOUTS TO FLOURISH AND RENEW.

Some scouts by age 14 have done it before and lose interest in going to the same places and doing the same things again and always helping with the younger scouts. Let them renew and refresh with young adult experiences.

Scouting is meant to meet the unique wants and needs of boys. What we have to offer an 11 - 13 year old (knots, pioneering, merit badges, etc.), doesn't work for a 14 - 17 year old...no more than field trips, crafts, and pinewood derbies work well for a 7 -10 year old, but not an 11 - 13 year old. So it's our job as a Scoutmaster to find ways to meet those needs and wants. Offering an adventurous program designed for teens is their best bet to make this happen.

A SCOUT CAN BE IN YOUR TROOP AND A CREW (OR MULTIPLE CREWS).

You do not lose the scout from your charter if they join the crew. You gain all of their venturing friends to help out your troop from time to time.

All of your units benefit when you adopt a family of scouting concept. Your “Sponsor’s name Family of Scouting” concept leverages good will from your organization and encourages Pack, Troop and Crew to be considered as one scouting program from first grade through 21.

BIB

Back To Basics
Weekend



What?

Practice first aid, fire making, flag retirement, and more with our Superheroes!

Who?

The Venturing Officers Association is hosting.

When and Where?

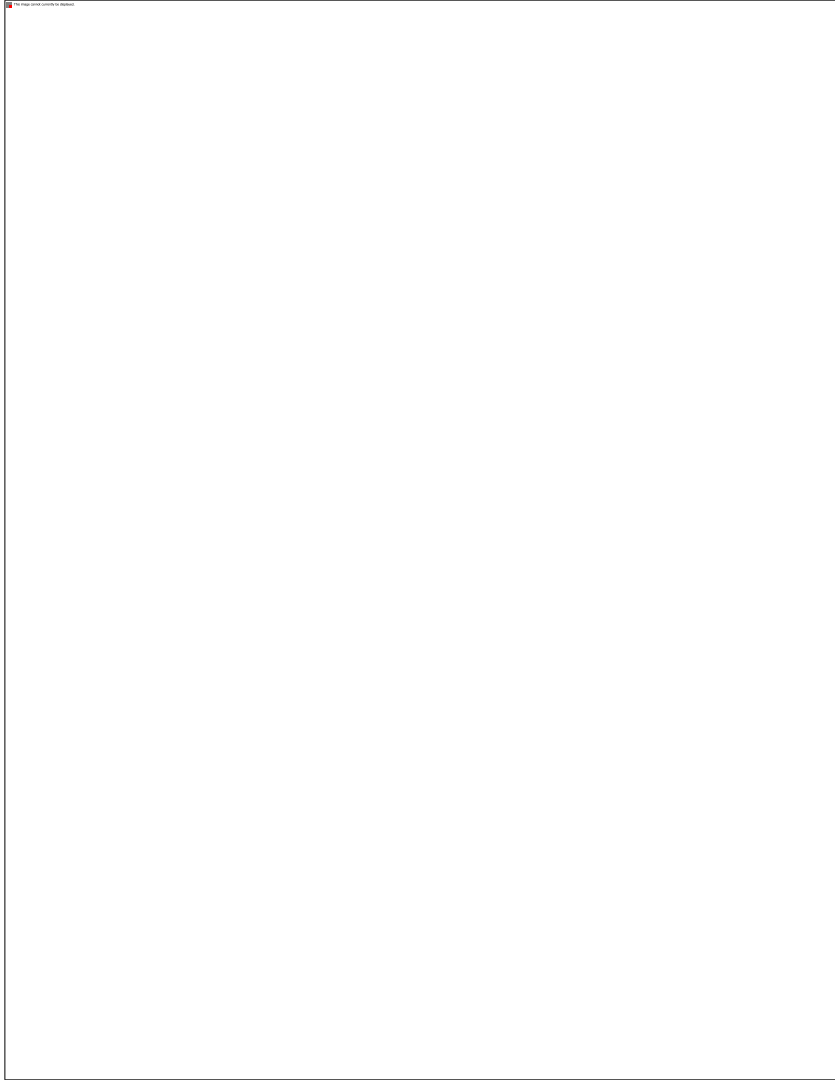
March 4-6 at Fort Dix in Southern New Jersey.

How Much?

Only 25¢ per any Boy Scout or Venture Scout 14 and older!

Contact - Monica Nowak at
VOA-President@Gardenstatescouting.org
with any questions or comments!

Register by
February 27!



Area 5 Rendezvous

May 20-22, 2016

If you haven't heard, every year Area 5 hosts an annual Rendezvous and you and your friends are invited to attend. This year the theme is Mythology where you can explore Roman, Greek, Norse, Egyptian, Celtic and Native American Cultures. We are creating a once in a lifetime experience for you and your friends to enjoy.

So save the date, May 20th to 22nd 2016, at Camp Acahela. Price is only \$45.00 per person, But you can take advantage of the early bird discount of \$40.00 now through April 30th. A late fee of \$5.00 will be added starting May 15th.

Featuring activities such as:

Train with demigods!

Fire history

Our very own camp-wide Olympic games!

Branding

The hell hound pit

Escape the Minotaur Maze!

Make ambrosia and nectar – the food of the gods!

...and so many more fun and exciting activities!

