

## What Is Venturing?

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 good citizens.

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 Venturing Oath and Code.
- 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.

## 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 concern for what is a risk 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.



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The aims of the Boy Scouts of America 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 Boy Scouts of America and meet the needs of young adults.

- **Leadership.** All Venturers are given opportunities to learn and apply proven leadership skills. A Venturing crew is led by elected crew officers. The Venturing Leadership Skills Course is designed for all Venturers and helps teach them in an active way to lead effectively.
- **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 advancement program and through the acknowledgement of a youth's competence and ability by peers and adults.
- **The 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, help others, and seek truth and fairness.
- **High Adventure.** Venturing's emphasis on high adventure helps provide team-building opportunities, new meaningful experiences, practical leadership application, and lifelong 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 often, Venturers are better able to retain the skill or knowledge 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.