

Venturing – Little Philmont

October 17, 2009

You must think outside the box...

- Take off your Boy Scout hat
- Erase from your mind “tradition”
- Venturing is not Scouting. Don’t Treat It As Such.
- Don’t be obsessed with advancement
- Be flexible
- Empower your youth
- Remove roadblocks, don’t create them
- Learn The Venturing Program, Train Your Youth Leaders, Then Let Them Run The Program
- Use the Venturer Handbook, Venturing Leader Manual, Ranger Guidebook and Priest Duty to God Book Together

Let The Youth Lead...

- Let the YOUTH LEAD! Be a Real Advisor/Shadow Leader. Don’t Stand in the Way of the Youth
- The largest disservice we do to our Venturing (Priest age) youth is NOT LETTING THEM LEAD!
- Demonstrate Adult shadow leadership
- This is a Boys program. We are to demonstrate Shadow leadership. How close is the shadow to the boy?
- Use the Venturing Leadership positions (President, Vice-Presidents, etc)

Venturing In the LDS Church...

- Venturing is the activity arm of priesthood for the 16-18 year old boys.
- Venturing was developed with help from the Church. It is designed to meet the needs of our Priest age young men.
- Venturing provides excellent high adventure and leadership opportunities if the program is being run and functional.
- Venturing works together very well with the Duty to God Program. The bronze and gold awards tie right into Duty to God
- While we do not run co-ed Venturing, Venturers are allowed to participate in Council/District events where other crews are co-ed.
- Our biggest problems in Venturing are the lack of trained leaders and youth who have lost all desire for any type of Scouting, mostly due to no functioning Varsity program (we start losing our youth at age 14)

Planning...

- Do annual planning (youth led). Remember If You Fail To Plan, You Plan To Fail.
- Hold periodic planning sessions to fine tune the annual plan
- Always have a three month calendar
- Hold regular presidency meetings
- Train the youth about leadership
- Meet in advance with the Crew President
- Ranger and Silver Awards require a Venturer to share what he’s learned with others

Recognition...

- Promote Bronze, Gold & Silver Awards plus the Ranger, Quest and Trust awards. Remember that the Bronze Religious Life & Gold Award fit right into the Duty God program.