

How Venturing can supplement existing youth serving groups—

Facilities ~ The Northern Star Council takes great pride in the quality and availability of our camps, equipment and buildings. A summary and fee chart is shown on the opposite page.

Trainings ~ Trainings are offered several times a year, in a variety of convenient locations, dates and times. Trainings focus on: adult leader training, Venturing leadership skills (targeted for youth members), outdoor skills, crew program planning, and youth protection. Specialized trainings are offered to ensure quality and safe crew activities, and include: Safe Swim Defense, Safety Afloat, Archery, Climb on Safety (for climbing activities), and Trainer Development (for anyone who will be in a training role). Other trainings are also offered throughout the year by other Venture crews or Explorer posts. Examples include: First Aid/CPR, scuba, shooting sports, wilderness survival, map and compass/GPS, the possibilities are endless when your crew utilizes our consultant list!

Insurance ~

Comprehensive General Liability Insurance. This coverage provides primary general liability coverage for registered

volunteer Scouters with respect to claims arising out of an official Scouting activity with the exception that the coverage is excess over any insurance which may be available to the volunteer for loss arising from the ownership, maintenance, or use of a motor vehicle or watercraft.

Council Accident and Sickness Insurance Plan. This accident and sickness insurance is provided for registered

participants and volunteer leaders registered in the council, and covers them for accidents and sickness (as well as accidental death and dismemberment) while participating in any official Scouting activity.

Increased Opportunities ~ Again, Venturing is all about increased opportunities. Venture crews and Venture members will be able to choose activities, or create their own from our consultant list. All activities are planned in a safe environment with fun and adventure in mind.

How Venturing benefits it's members—



A source of new experiences in a co-ed environment is only part of what our Programs have to offer. Venturing is best described as “fun, with a purpose”. Venture crew members share a sense of belonging. They belong to a group of young adults with similar interests. While exploring their interests, they learn more about teamwork, leadership, responsibilities respect for others— and themselves.

All of which are skills they will benefit from in their adult life.



The skills learned in Venturing are reinforced in several ways.

- ✓ Crew members are recognized by their peers for their efforts in a variety of ways – both formal and informal.
- ✓ Completing program requirements in areas of Outdoor, Arts & Hobbies, Sports, Sea Scouting or Religious Life (*formerly Youth Ministries*) can earn Bronze, Gold, and Silver Awards.
- ✓ Additional awards are available for youth members who have fulfilled additional requirements and demonstrated a greater commitment to their program. The Ranger Award recognizes the Outdoor Program, and the Quartermaster Award is available for Sea Scouts, the Quest Award is an option for those in sports program: Trust Award is for those in a Religious Life program.
- ✓ Leadership recognitions are available for different levels of leadership positions.
- ✓ Scholarships are also available locally.



Leadership Skills Seminars/Courses–

What is it? ~ Leadership Skills Seminars are leadership, team-building & ethical decision making for high school age youth. These seminars are put on through the Venturing Program of the Boy Scouts of America.

Leadership Skills Courses

Participants will learn more about Vision, Communication, Organization and Synergism. Each topic is presented, discussed, experienced in a fun environment and then practiced in a “hands on” setting.

Team Building Skills Modules ~

Initiative Games. Initiative games are fun, cooperative, challenging games in which the group is confronted with a specific problem to solve.

Cooperative Games. Cooperative games emphasize participation, challenge & fun rather than defeating someone.

Project C.O.P.E. C.O.P.E. (Challenging Outdoor Personal Experience) is the most exciting, challenging program you will ever experience. In a series of group-oriented challenges, you will experience teamwork, problem solving and communication skills by overcoming challenges with your group. The highlight of the program is the high course. The high course is a personal challenge up to forty feet off the ground, ending with a several hundred-foot zip line ride.

Ethical Decision Making Modules ~

Problem Solving Skills. When interpersonal conflicts arise, it is helpful to have a method available that helps solve those problems. How conflict is handled can make a big difference in the quality and the health of relationships.

Ethical Controversies. Ethical controversies are a collection of dilemmas without easy answers, dilemmas in which each side might have valid arguments. Participants experience a 5-step process.

Ethical in Action. Ethics in Action is a values development program that encourages cooperation, trust, respect, caring and learning to make ethical decisions.

Resources

Consultants ~ A program consultant is a person, 21 years of age or older, who has special skills, talents, facilities, or contacts in an interest area related to a Venture crew Program. A consultant can be called upon to help deliver a program, provide further information on a program, or to help your crew develop its own program in their area of specialty. Program consultants are the best resource in introducing your crew to an activity or program that they have little to no knowledge about. The Viking Council currently has a listing of over 125 consultants in more than 50 areas of interest.

Literature/Audio/Visual ~ The Northern Star Council keeps on hand a variety of printed materials as well as audiovisual resources. Materials offer various training programs, and information on recognition programs, religious emblems, resources for planning programs, safety guidelines, recruiting materials, youth protection programs, and materials to help with outdoor activities, and more...all FREE! Additional materials may be purchased at a reasonable cost in our Scout Shop.

Youth Protection ~ Courses designed for youth members and adults, feature video presentations with time for discussions and reflections. Topics for the course are Sexual Harassment, Acquaintance Rape and Internet Stalking. Courses are aimed at 14-20 year old males and females, and are presented by trained volunteer leaders.

Professional & Volunteer Support ~ Your Venture crew will be supported by a variety of other adults. At least one professional Scouter working for Northern Star Council serves your area, and he or she has many volunteers ready, willing and able to help your crew be successful. This team is your best resource for answers to questions, local activities, trainings and more.

Outdoor & High Adventure Activities ~ Venture Crew Members also have the chance to participate in a number of “High Adventure” activities. Locally, that might be caving, climbing, or scuba diving. Venture crews and members may also choose to participate at one or all of our high adventure bases. Philmont Scout Ranch: 137,000 acres near Cimarron, New Mexico, features backpacking, hiking, a ranch-hand experience, or more. The Florida Sea Base: located in the Florida Keys, offers sailing, scuba, deep-sea fishing and tropical island camping- The Northern Tier National High Adventure Base offers wilderness canoe expeditions in the summer and great winter camping programs in the winter months.

Programs Available ~ Each year the Northern Star Council offers many activities for venturing age youth. These activities are intended to be co-ed, and are conducted in safe environments. Activities fall into 6 main categories: Leadership, Outdoor, Fitness, Service, Social and Citizenship. The more than 35 activities offered are organized and led by volunteers, and open to your crew. Activity dates can be found in the Northern Star Council calendar, and activity descriptions as well as dates are located in the Venture Crew Program Planner.

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Venturing

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Welcome to Venturing...

Venturing is a co-ed program for 14-20 year olds. The whole purpose is to provide new opportunities or experiences to groups of young adults. We offer over 120 different activities, ranging from archery & rock climbing, to scuba and shooting sports. Hi-tech programs like GPS's and ham radios are also offered. Our over 120 consultants will invite you to existing activities, or help you design one of your own.

Our facilities are open year round- and offer great outdoor events- or plan your own. If you're interested in trying new adventures – you're interested in Venturing!
For more info, check out www.northernstarbsa.org

