

## **TOPIC: Ranger, Quest, and TRUST Awards**

Participants will answer the following questions by the end of the session:

- What are Venturing's three specialty awards?
- How can Ranger, Quest, and TRUST be used in a crew program?

### **Presentation Method**

In planning the presentation, you should review the latest materials posted at <http://www.venturing.org/>. The most recent program updates are posted there are ready for your use.

Use the discussion outline below to help you prepare your remarks. PowerPoint presentation slides were not prepared for use during this session. If you wish to use one, the content below will be helpful in constructing your presentation.

### **Resources**

Boy Scouts of America (2014). *Handbook for Venturers*. Irving, TX: Boy Scouts of America (BSA No. 619088)

Boy Scouts of America (2014). *Venturing Advisors Guide*. Irving, TX: Boy Scouts of America (BSA No. 618768)

Boy Scouts of America (2014). *Venturing Awards and Requirements*. Irving, TX: Boy Scouts of America (BSA No. 618767)

### **OVERVIEW**

The Venturing program is structured around four areas of program emphasis: Adventure, Leadership, Personal Growth, and Service – ALPS. This session explores the use of the specialty awards of Ranger, Quest, and TRUST as program enrichment tools.

NOTE: Be sure to bring copies of the *Venturing Awards and Requirements* to share and review some of the requirements associated with each of these awards.

NOTE ALSO: The example profiled here made use of the Ranger Award as a program development tool. You may wish to develop examples for Quest and TRUST awards to help your local Venturing crews.

### **INTRODUCTION**

The ALPS model was developed during the 2012-2014 program review process by the National Venturing Task Force.

	ADVENTURE	LEADERSHIP	PERSONAL GROWTH	SERVICE
<b>SUMMIT</b> 	<i>Mentoring and participation</i>	<i>Ongoing leadership development</i>	<i>Goal-setting and personal growth</i>	<i>Leading others in service</i>
<b>PATHFINDER</b> 	<i>Leading and participation</i>	<i>Leading others</i>	<i>Goal-setting and personal growth</i>	<i>Participating in service</i>
<b>DISCOVERY</b> 	<i>Participation</i>	<i>Preparing to lead</i>	<i>Goal-setting and personal growth</i>	<i>Participating in service</i>
<b>VENTURER</b> 	<i>Initial participation, orientation to the crew, Personal Safety Awareness training, induction into the crew</i>			

An important point about the A-L-P-S program model is that it is designed as a “program neutral” template. What that means is that the program model can be used regardless of the interest area of the crew. The A-L-P-S model is focused on leadership skills, adventure, personal growth and service; the content and activities used to achieve those goals is up to the interest of the crew. The Ranger, Quest, and TRUST awards can provide content for crew program.

**RANGER**

High adventure and the outdoors have always been of interest to young Americans as well as an important part of the Boy Scouts of America. The Ranger Award offers Venturers a set of high-level outdoor and high adventure challenges to complete. In earning this award, they will demonstrate proficiency in a variety of outdoor sports and interests, outdoor safety, and leadership skills.



**QUEST**

The Quest Award helps Venturers learn how to be fit for life. In completing this award, they will learn more about what makes up a nutritional diet and a healthy lifestyle. As with many other requirements throughout the Venturing program, to earn this award Venturers are required to share what you learn with others. This sharing may be done through various sports clinics and presentations with other groups. In the electives section, Venturers are required to choose at least one sport in which to become proficient.



**TRUST**

Trust is an essential aspect of our relationship with others. Learning to trust is the challenge. Today we live in an increasingly pluralistic society made up of multiple nationalities, cultures, and religions. One way to work toward a safe future is to learn to get along and work together. Understanding is a good start toward trust. While working on the TRUST Award, Venturers will learn more about themselves, their community, and their religion and culture—as well as those of others. As with other Venturing awards, to earn the TRUST Award, Venturers are required to share what they learn with others.



**AS PROGRAM  
 CONTENT  
 TOOLS**

The three awards profiled today are designed to help Venturers develop high levels of skill in a discipline of their choosing.

Let's use the Ranger Award as an example of how to use these awards as a program development tool.

Crew 46 is planning a Tier III adventure to the Grand Tetons in eighteen months. In addition to fundraising to support the trip, it was recognized by the crew officers that the crew would benefit from developing stronger outdoor skills.

The crew leadership reviewed the Ranger Award Requirements to help prepare for developing the needed skills for the adventure. Requirements for the Ranger award are divided into two categories: Core Requirements and Elective Requirements. Earning the Ranger award requires completing all eight core requirements and any four electives.

Ranger Award Core Requirements

- **First Aid (x)**
- Communications
- **Cooking (x)**
- **Emergency Preparedness (x)**
- **Land Navigation (x)**
- **Leave No Trace (x)**
- **Wilderness Survival**
- Conservation

Ranger Award Electives

- **Backpacking (x)**
- Cave Exploration
- Cycling/Mountain Biking
- Ecology
- Equestrian
- **First Aid (x)**
- Fishing
- Hunting
- Lifesaving
- **Mountaineering (x)**
- Outdoor Living History
- Physical Fitness
- Plants and Wildlife
- **Project COPE (x)**
- Scuba
- Shooting Sports
- Watercraft
- Winter Sports

The skills marked with (x) are important skills for carrying out the Tier III adventure that the crew wanted to carry out. The activities associated with each of the requirements provided learning goals to build high level skills for the crew members taking part in the adventure.

Most of the core and elective requirements were sufficient to generate about a month's worth of program activities for the crew. The crew was also able to use the requirements when consulting experts – they could simply share the requirements with the consultant they recruited to help communicate the sort of skills they were seeking to develop with the support of the consultant.

Project COPE was identified as a useful set of skills, since COPE provides skills in team building and group dynamics that would benefit the crew.

It was noted quickly that only two more requirements were needed to complete the award (Communications and Conservation). The crew leadership decided that it would be worthwhile to carry out a conservation project on the trip – and use that opportunity to carry out some crew-delivered service. Many of the communications requirements were a great way to share with others the preparation for and execution of the adventure.

**DISCUSSION  
QUESTIONS**

Use the discussion questions to provide advisors an opportunity to process and analyze the information presented during this session. As a general suggestion, keep the discussion positive and constructive, in keeping with the values of Scouting and of Venturing as a youth development program.

A helpful comment to use to keep the discussion moving in a positive direction might be, “how does [comment] promote a youth-designed and youth-led program?”

- Based on the example shared, what are some additional ways the structure provided by the Ranger, Quest, and TRUST awards can be used to support a crew program?
- What does the crew need to do to ensure that the requirements are developed during Tier I and Tier II adventures rather than setting up a series of “classes” on the skills?
- How can the skills developed through these special awards help a crew to be of service to Scouting and the local community?

**CLOSURE**

Wrap up conversation. Close by asking participants how they will use what they learned during this evening’s forum to support their crew’s program.

**ASSESSMENT**

Look for participant answers to the following questions by the end of the session:

- What are Venturing’s three specialty awards?
- How can Ranger, Quest, and TRUST be used in a crew program?