

How to Start a Venturing Crew Presentation or Conversation

Time Allotted: 75 Minutes

Note: This document is designed to be facilitated by a Youth or Adult program Participant who has experienced the Venturing BSA program to both Adults and Youth OR this can be used for informational purposes.

Welcome and Introduction (5 minutes)

- Name
- Experience
- YOUR Why: Share Why Information about how to start a Venturing Crew is important to you personally

Overview and Purpose

- Understand what Venturing is All About
- Begin with the Youth in Mind
- Understand and be ready to put into practice strategies to start/charter a Venturing Crew and Let the youth Lead the Adventure

Understanding Venturing (10 minutes)

Link: <https://www.scouting.org/programs/venturing/>

- 14-20 Co-ed Program
- ALPS
 - Adventure
 - Leadership
 - Personal Growth
 - Service
- Youth have opportunities for Specialization in whatever instances

Examples:

 - High Adventure
 - Soccer
 - Spelunking/cave exploring
 - Ranger (park/forest/camp)
 - Magic
 - Model aircraft/rockets
 - Model railroading



- Music (instrumental/choral/vocal)
- Photography

Venturing Methods

- Leadership
- Teaching Others
- Group Activities
- Adult Association
- Recognition
- The Ideals (*Scout Oath, Scout Law, Venturing Motto, Outdoor Code*)
- High Adventure

Now time to start with the End in Mind (5 minutes)

Say: "Us the Youth"

4Ws & IH

- Who: The Program participants
- What: The interest of the Crew membership
- When: RIGHT NOW
- Where: In your council
- How: Like this

Potential Members (15 minutes)

In order to have a crew it must have members to do anything.

Your now in charge of getting people that you know excited for this new adventure

Elevator Speech Maker Activity

- Separate the group into youths and adults
- Now, have them get into small subgroups of three people
- 5-minute planning period to give to potential members
- One person
- 1 minute each to present

3 best come up and give to the whole group

Now facilitate thanking and giving Feedback to the people who presented

Charter Organization (5 Minutes)

This is an informative section meant for the Adults in the room

(Youth should plan to delegate the task of finding a charter ORG to adults)



- Purpose: A Charter Organization is an entity that partners with the BSA to operate Venturing crews. The Charter Organization plays a vital role in providing a location for the Scouting unit to meet, selecting and approving adult leaders, and supporting the unit's activities.
- Having a charter org is super important and the way to go about it might be different

Wisdom of the Group - Say “Who can call out Potential Charter-orgs?”

- Rotary Clubs
- Churchs
- Lions Club
- Civitan
- Parent Faculty associations
- Coast Guard Auxiliary
- Councils

Resources of People You Can Contact Locally (5 minutes)

- District Executive (Adult Professional)
 - The purpose of a BSA District Executive is to provide leadership, support, and coordination for Scouting activities within a specific geographic area known as a district. Districts are subdivisions of BSA councils and are typically organized based on local communities or neighborhoods. District Executives play a crucial role in advancing the Scouting program and ensuring its success at the grassroots level. They may also be able to help you find a charter org if you are having a hard time finding one.
 - You will need their help in signing charter documents
- Unit/District/Council Commissioners (Adults Volunteers)
 - Commissioners in the Boy Scouts of America refers to a volunteer position within the Scouting organization. At the local level. Commissioners are experienced and trained adult volunteers who serve as mentors and resources for unit leaders, helping to ensure the success and growth of the Scouting program within their assigned units.
 - *New opportunity*: New Unit Commissioners
 - You should get one assigned to help you begin and sustain yourselves
 - They will help support a unit for the first 3 years



Paperwork and Fees (10 minutes)

- *Paperwork*
 - New Unit Application and Agreement
 - Adults Volunteers and Adult Participants
 - Youth Protection Training
 - Background check authorization
 - Application
 - Youth applications
 - Annual Charter Agreement

- *Fees (National)*
 - \$80 - Participants
 - \$60 - Adult Volunteers
 - \$25 - One-time Joining Fee
 - \$100 - Annual Charter Fee
 - Council Fees Locally as Applicable

Number of Bodies Needed - Teamwork makes the Dream work! (10 minutes)

- A Crew must have at least 5 Youth/Adult Program Participants
(at least three must be primarily registered)
- 5 Adults willing to fill the following positions
Main Positions “Key 3”
 - Charter ORG Representatives
 - Crew Advisor
 - Crew Committee
 - 2 Committee Members

Use the Marketing Tool Box

The marketing toolbox is a great place to go and find branding materials along with some promotional material.

Link: <https://www.scouting.org/programs/venturing/crew-resources/marketing-toolbox/>

Back to the Youth (10 minutes)

To Do:

Recruit

- This is a continuing process do not forget that youth like fun and active!
(You might think about having time to brainstorm during this time)



Start working on the Unit Bylaws and Crew Rules

- Bylaws outline the structure, operation, and rules of the unit
 - You might want to think about having bylaws and a less formal set of “Crew Rules” both set by the YOUTH

See the framework outlined below: *Note that these are ideas of how documents can be laid out*

Bylaws - The Structure and operation of the Crew

- Zoom Attendance
- The roles of the officers
- When the team is going to send out newsletters
- What hazing is and how it is defined
- YPT Rules
- How to go about changing Bylaws and Crew Rules

Crew Rules - How the Crew Members Act

- Phone Policy
- PDA
- Place and time for high-energy activities
- Music Expectations
- Decorum
- Language
- Culture of the group (Jokes and how that will be handled)

Make the first Year Calendar

Have fun Leading the Adventure!!! AND HAVE FUN

