



CANADIAN PATH VENTURER SCOUT HANDBOOK

Canadianpath.ca



It starts with Scouts

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WELCOME TO VENTURERS

You're about to join in on a world of adventure! If you've been a Scout, then you already have a pretty good idea of what's to come. If you're new to Scouting, then chances are you've joined up because you've heard about all the great things that Venturer Scouts do. Now it's your chance to be a part of it!

You're about to have the opportunity to do fun, challenging activities that you organize with your fellow Venturer Scouts, with the support of adult Scouters. These activities can be as adventurous and diverse as the collective imagination of the Venturer Scouts in your Company. You can try your hand at some of the outdoor activities Scouting's famous for: hiking, survival camping, sailing, kayaking, climbing, snowshoeing, canoeing... There are so many amazing ways to enjoy an outdoor adventure with Scouting. There are also fantastic Scouting activities that you can do closer to home: developing a project to help the environment or your community (or both!), exploring your faith and socializing with other Venturer Scouts in your community—or anywhere in the world. Scouting is the largest youth movement on the planet, after all.

This book describes the Venturer Scout Section of the Canadian Path program. It will provide you with useful details about your personal progression within the program, the Outdoor Adventure Skills and the Queen's Venturer Award—the top award that you can earn as a Canadian Venturer Scout.

The Canadian Path is designed to make Scouting as engaging and challenging as you'd like it to be. The focus of the program is on your personal development through the activities that you and your fellow Venturer Scouts want to do.

The Venturer Scout Section of The Canadian Path has a mountaineering symbolic framework. You are encouraged to consider your personal growth and development based on the metaphor of climbing a mountain. The more you accomplish, the closer you get to your personal summit. Venturer Scouting is all about encouraging you to "Climb Higher"!

By the time you're ready to move on to Rover Scouts, you will have accomplished a wide variety of goals and grown in ways you never imagined. Most importantly, you'll have made new friends and shared experiences that will last a lifetime.

The Four Elements of The Canadian Path

The Canadian Path is the name of Scouts Canada's revitalized program. As a Venturer, you will benefit from a program that places renewed emphasis on adventure and continues to emphasize youth leadership. The Canadian Path encourages a consistent "Plan-Do-Review" approach to all the activities you and the other Venturers in your Company pursue. If you were in Scouts, you'll already be familiar with this model for activity execution. Finally, The Canadian Path helps you and the other members of your Company to evaluate your personal development in terms of what we call SPICES: your Social, Physical, Intellectual, Character, Emotional and Spiritual growth.

Together, these four foundational elements—Adventure, Youth-led, Plan-Do-Review and SPICES—are the footings of The Canadian Path.

ADVENTURE

Adventure is about discovering new things, sharing new ideas, learning new skills and creating new paths. It's about unique opportunities to explore your limits and the world around you. Adventure is part of every activity. While you might first think of exciting outdoor activities when you think of adventure, it's important to keep the spirit of adventure in mind when planning activities for each and every Program Area. Everything you do in Scouting should either be a first-time experience or be a new way of experiencing and enjoying something that you might have done before.

YOUTH-LED

The Canadian Path is a Youth-led program. This means that you and the other Venturers in your Company are the ones who decide on what adventures you would like to share. It also means that much of the planning and organizing of your adventures is up to you. Your Scouters are always there to lend a helping hand and to ensure that everyone stays safe, and they might even have

some ideas for expeditions. Just remember: your Scouters' ideas for expeditions are just suggestions, and if the Venturers in your Company aren't very keen on an idea, you can let your Scouters know that it's not something you want to do.

PLAN-DO-REVIEW

Plan-Do-Review is the three-step process that you and your fellow Venturers should use for each and every expedition. In fact, while there are three distinct parts of Plan-Do-Review, you might think of the process as an ongoing cycle. Every review an Expedition Team shares will contribute to better planning for your next adventure, and better planning will allow your Company to consider things a little differently with each review.

Reviewing is probably the part of this cycle that you or other Venturers in your Company will have the least experience with. Reflecting on our experiences is something that people do not do enough. Too often, lessons we might learn from an experience are missed simply because we haven't taken some time to think and talk things over as a group.

When sharing a review with your Expedition Team, keep these points in mind:

- **Ask one another open-ended questions.** This means that members of the group should not be asked questions that can be answered with a simple "yes" or "no", or any other simple one-word response. Instead, ask one another questions that encourage some deeper thought. These questions will typically begin with "Why", "How" or "What"—not "Did" or "Do".
- **Appreciate what you learned.** When you take the time to put lessons learned into words, you develop a greater appreciation and understanding of new facts you've encountered and new skills you've developed.
- **Keep the SPICES in mind.** Considering how an adventure has impacted you as an individual is just as important as whatever practical facts and skills you might have learned.
- **Compare your experience to your plan.** Was your adventure as you imagined it? If not, why not?
- **Find out how everyone feels about the adventure.** This is very important to your team's dynamic. Finding out if some people did not enjoy themselves is key to making sure future adventures are planned so that everyone taking part enjoys themselves.

- **Be constructive.** Don't just complain about how things didn't go to plan. Figure out ways to avoid these problems in the future.

Ways to Review

One reason people don't take the time to review their experiences is that review can too often be boring. A review takes some time, and you might not want to revisit unpleasant experiences or dissect positive ones. Keep in mind that reviewing is important to ensuring successful expeditions in the future, so find ways to make reviewing interesting.







While sitting down with your fellow Venturers around the campfire in the evening to talk about your day can often be pleasant and constructive, this conversation could become dull if it's how you wrap up each and every camp. There are many other creative ways to review an experience that you can try.

- Your Expedition Team can come up with a funny skit or song that reflects the highlights and lowlights of a campout and share it with the Company.
- Your Expedition Team can collaborate on a photo album or slideshow.
- Your Expedition Team can collect video footage during a camp and edit it afterwards.

These are just a few approaches you can try. There are many more. Have a look at the Creative Expression Trail Cards for fun new ways that you could review your next adventure.

SPICES

Scouting aims to support the development of your best personal attributes—what we call the SPICES. This is an acronym for six areas that make up who you are. We all have our strengths and weaknesses; thinking about them in these categories will help us to appreciate what we're good at and recognize what we're not as good at. Either way, we get to know ourselves a little better, and we consciously go about managing our own personal growth.

	How can we define the six SPICES, and what can you do to develop in each?	When reviewing your adventures, the following questions can help you to recognize your development in the SPICES:
	<p>Your social development is about your interaction with others and your community.</p> <ul style="list-style-type: none"> • Appreciate your relationships with others. • Express yourself honestly and effectively. • Respect different points of view. • Be aware of your community and contribute what you can. 	<ul style="list-style-type: none"> • How did your Expedition Team communicate during this expedition? • How did the members of your Expedition Team help each other? • What did you learn about how you worked as a team?
	<p>Your physical development is about being respectful of your own body.</p> <ul style="list-style-type: none"> • Make responsible dietary choices. • Be aware of your personal hygiene habits. • Maintain an active lifestyle. • Know your own physical limits. • Be aware of your own health and address concerns as they arise. • Know how to treat minor ailments. • Be prepared to respond to a first aid emergency. 	<ul style="list-style-type: none"> • How were you physically challenged on this expedition? • How did you stay physically safe on this expedition? • How did you use your body on this expedition?
	<p>Your intellectual development is about learning new things and applying your skills and knowledge.</p> <ul style="list-style-type: none"> • Be open to new ideas. • Think critically to identify and evaluate problems, and work toward solutions. • Learn from your mistakes and your successes. • Work methodically; plan, do, and review activities and experiences. 	<ul style="list-style-type: none"> • What do you know now that you did not know before? • How did you figure out a problem you encountered on this expedition? • What did you create to help you on this expedition?
	<p>Character is about becoming a well-rounded person.</p> <ul style="list-style-type: none"> • Live the Scout Promise and Law. • Be true to your own values and beliefs. • Be respectful and fair when others have different beliefs and opinions from your own. • Value people and other living things over material gain. • Think before you act. • Value yourself and follow your dreams. 	<ul style="list-style-type: none"> • What rules did you follow on this expedition? • How did you show respect to others on this expedition? • How did you deal with difficulties on this expedition?
	<p>Your emotional development is about being able to know and express your feelings, and understand and respect the feelings of others.</p> <ul style="list-style-type: none"> • Be honest with yourself about your own feelings and how they can affect your life. • Offer help when it's needed, and ask for help when you need support yourself. • Be responsible for your emotions and how they impact others. 	<ul style="list-style-type: none"> • How did you feel before, during and after this expedition? • What surprised you, frustrated you, delighted you or inspired you? • How did you share your feelings with others on this expedition?
	<p>Your spiritual development is about exploring your personal beliefs and being true to your personal values.</p> <ul style="list-style-type: none"> • Reflect on the mysteries and miracles of life. • Reflect on how your own experiences shape your beliefs. • Explore and develop your faith according to its traditions. 	<ul style="list-style-type: none"> • What did you do that made a difference to you, to your family, to your community or to the world? • What did you discover that you believe about yourself? About others? About animals? About the world? About God? • Did you need to show respect to someone about what they believed? What was it?

The Scout Method

The Scout Method is a way to give your adventures direction. It's the "how" of Scouting. It has seven equally important parts:



Nature

It is important for Venturers to pursue adventures in the natural world. Getting outside will help you to become comfortable in a range of natural conditions. For example, it can be a little harder to enjoy yourself camping when it's raining, but most Venturers learn that it's still possible. Adventures in the elements build adaptability and confidence, and help you to appreciate our natural world.

Patrol (Team) System

Expedition Teams are key to successful adventures, and the *ad-hoc* and temporary nature of Expedition Teams ensures you'll have opportunities to work with most (if not all) of the Venturers in your Company over the Scouting Year. You'll learn that there a variety of roles to play to make a team work.

Symbolic Framework

In Venturers, your personal development is represented by the metaphor of mountaineering. Each individual Venturer is encouraged to "Climb Higher" and reach his or her personal summit. This framework will help you and your fellow Venturers to ensure that the activities you choose are balanced and never boring.

Personal Progression

Over your years in Venturers, you'll have the opportunity to pursue adventures that contribute to your personal progression. The stages that you'll take part in—Trailhead, Tree Line, Snow Line and Summit—represent your personal development and growth through Scouting.

Promise and Law

When you get invested into your Company, you make a promise to live by the Scout Law. Remember this promise both during Scouting activities and in your day-to-day life.

Adult Support

You and your fellow Venturers will decide amongst yourselves what adventures you'd like to pursue in Scouting, but you'll have important advice and support from your adult Scouters.

Learning by Doing

The best way to develop a skill is to practise it. This is why your Scouters will encourage you at every opportunity to take personal responsibility, and it's why Expedition Teams put skills to practical use on outings. After all, it's more fun to be out on an adventure than inside talking about one!

What You Can Do: Program Areas

At the start of the Scouting Year, a Venturer Company planned to be active in all six of the Program Areas: Environment & Outdoors, Leadership, Active & Healthy Living, Citizenship, Creative Expression, and Beliefs & Values. Particularly, the members shared a strong interest in hiking, and they looked forward to a ten-day wilderness trip the following August.

They had a long Scouting season ahead of them, but only a little time could be spent outdoors: one weekend canoeing, another weekend mountain biking, another weekend digging snow caves.

Company members also kept busy with fitness activities during regular meeting nights. They planned a bowling party with a group of Rangers (an older Section of Girl Guides), an evening curling with another nearby Venturer Company and an evening skating on an outdoor rink. Early in the spring, Company members spent time racing around the high school track. Their Scouter acted as coach and timer. The Venturers had a terrific time!

The Company took advantage of an opportunity to entertain at a local service club's special luncheon. Because four Venturers played in the school band, one youth asked, "Hey, why don't we set up a jazz ensemble for the occasion?" Practice jam sessions went into high gear. Meanwhile, the Ranger unit was planning an international dinner featuring dishes from around the world. The Rangers asked the Venturers to join them. Without quite realizing it, the Company was heavily committed to many social and cultural activities.

Instead of having a regular weekly meeting during the long months of January and February, most Company members spent two or three hours enrolled in a St. John's Ambulance Standard First Aid Course; some of the swimmers were completing their Bronze Medallion and two others were training to help in the Group's Cub Pack. These service activities all fitted nicely into the whole Venturer program.

Finally, these same busy Company members were interested in learning about careers. Their Scouter arranged for a visit to the Citizenship Court, where, on that day, he himself would become a new Canadian. Several members who were able to leave school early attended this important occasion. They brought along their Venturer Company flag. Afterwards, everyone talked with the judge and members of his court, and found out first-hand about legal aspects of joining a country. One evening a month later, their Scouter (a university professor) arranged for the Company

to visit the Astronomy Department where the Venturers enjoyed a clear night of stargazing through the observatory's telescope. Later, they discussed how research astronomers live and work.

In these vocational activities, the Venturers were learning about the world around them, as well as the world that might be ahead of them.

In the midst of this busy schedule, the Venturers hadn't forgotten about their summer plans: to hike and canoe over 150 km of wilderness area, and to keep a trip log. They hoped to create an adventure good enough to enter in the Amory Adventure Award, Scouting's annual national competition for Venturer Scout Companies. The Venturers planned a practice trip during three days in the early summer, just after school finished. They talked about lightweight food, and packed proper gear for the expedition. Soon, the long-anticipated day of their grand adventure arrived; Company members were ready for their "super activity"—the year's high point.

This isn't a fictitious story. All these events happened during one year. What do they illustrate? They show that the Venturer program needs variety. Commitment, participation and steady direction are also key elements in a successful Venturer program. Absolutely vital is the guidance provided by mature adult Scouters (one of whom must be at least 21 years old) who understand how to help all Venturers in the Company develop their own skills. Your Scouters are essential to the Company. They enable Venturers to find and make use of their individual potential. Scouters should guide your Company's members, not by taking over your responsibilities, but by clarifying them for you, and by showing you how to develop your own leadership skills. Here is the key goal of a Venturer Scouter: to see that the Company becomes self-determining and to show that "authority" doesn't mean bossing people, but getting them to work together toward a common goal.

As a Venturer, your Scouters will help you discover what you're capable of achieving. Perhaps you'll have a chance to do things your previously would have considered impossible.

Venturing asks you to find and meet your responsibilities to God, to others and to yourself. Only through your cooperation, your sense of adventure and your willingness to try can Venturing give you pleasure now, and help prepare you for the rest of your life.

The Fundamentals of Venturing

Any worthwhile program or organization is based on a specific set of values and goals. These must be clearly stated so everyone knows the group's expectations.

MISSION

Scouts Canada's mission is to help develop well-rounded youth, better prepared for success in the world.

Scouting is based on three broad principles which represent its fundamental beliefs:

- Duty to God
- Duty to Others
- Duty to Self

These principles are fundamental to all Sections of Scouting in Canada. They form the basis of a code of behaviour shared by all Scouting members throughout the world.

PROGRAM QUALITY STANDARDS

Scouts Canada has established standards to assist you and your Company as you seek to plan, do and review safe, balanced and adventurous Scouting programs. The program standards framework includes objective criteria to aid in the planning process, and to serve as a set of self-assessment tools to assist youth and Scouters in the evaluation and improvement of their programs.

To find out more, visit Canadianpath.ca.

THE VENTURER PROMISE

You must understand and accept this Promise when you become a Venturer.

On my honour,
I promise that I will do my best
To do my duty to God and the Queen,
To help other people at all times,
And to carry out the spirit of the Scout Law.

THE VENTURER MOTTO

The Venturer Motto is: "Challenge."

MEMBERSHIP

The Venturer program is open to all young people aged 15–17, as long as they are prepared to accept and live by the Venturer Promise.

A Venturer Company is open to male and female members. Men and women over the age of 18 may serve as Scouters; at least one Scouter must be over the age of 21. Wherever possible, youth members of a Company should help select their Scouters. This will ensure a good fit between youth and adults. The Venturer program and its operation is the same for all Companies.

VENTURING: A LIFESTYLE AND A COMMITMENT

As a Venturer, you made a promise. The following sections will discuss this commitment, and some of the concerns you might have about it. Another section focuses on the fellowship of Scouting and how you can become more aware of it.

All Venturers should learn about the incredible world of Scouting that extends far beyond our Canadian borders to other countries. Why? We share a common bond with each Scouting member in these places. But the special connection with others begins at home, in your own Company, in your own Scouting Group and with the people closest to you.

Being a Venturer

As with all challenges, making the best of Venturing requires dedication, preparation and work. It's like participating in a track and field event or in a canoe trip. Before you can get the best results and experience the most satisfaction, you've got to pay serious attention to detail and make the necessary preparations.

In any challenge, you need guidelines to help you meet your commitments. Those listed below are aimed at making your Venturer experience a good one. They've been field tested and proved in many successful Companies.

- 1. Attend every meeting possible.** Your attendance is important. If you know you can't attend, let the Company Leadership Team know in good time. Other members may be depending on you.
- 2. Your Venturer Company depends on ideas and suggestions from its members, so contribute your share.** You can probably think of many things you'd like to do as a Venturer. Let the others know about them. Sometimes your ideas will be passed over in favour of another's. But be flexible, and be ready to support those ideas that are accepted with as much enthusiasm as if they were your own.

- 3. After having elected the members of your Company's Leadership Team, support them.** When it comes time to elect your Company's Leadership Team, be there to cast your vote. Know a little about what each job entails, and about the people who are running for election. Good leaders help make a good Company. Help your leaders with the Company's work; they need your support. They have specific duties and will want to do them well. Get involved in the general activities of the Company, and do your best to complete them successfully.
- 4. Your members will form Expedition Teams to organize many different events in the Company.** As a member, you could be asked to be an Expedition Leader. Your Expedition Team might be interested in planning a trip, locating a guest speaker or organizing a linking activity.
- 5. All members should be involved in making Company decisions.** Have all the facts and consider them carefully. Listen to the views of others and be careful not to make assumptions. Ask questions and give your opinion before votes are taken or consensus is reached. Don't complain after a Company decision is made. Support the decision, and do what you can to make it work.
- 6. Money isn't everything, but it is something that every Company will find hard to manage without.** Pay your registration fees on time, and support all fundraising projects. It's your Company; keep it financially sound.
- 7. Keep communications open between yourself and your Scouters.** Your Scouters will offer sound counsel, but can only help with known problems or needs. If you have doubts about how to do your job, tackle a project, get a guest speaker or resolve a personality clash within the Company, ask your Scouters for guidance. The Scouters may not know all the answers, but will probably know where to go to get them. Use this help all you can.

GROWING UP

Every age group—from infants to senior citizens—experiences a “growing up” process. This process is especially challenging, puzzling and exciting for teenagers. You have already noticed a lot of changes happening to yourself or friends. Your body develops inside and out; emotional reactions become sharper and more unexpected; close personal relationships develop.

It’s difficult learning to cope with new pressures and schedules. One of the best places to be when these things happen is in a cheerful, purposeful Venturer Company. Sharing is the key. Sharing ambitions, anger, fun, emotional upsets and all the rest with fellow Venturers can make the road smoother and easier. Having Scouters available to talk can help, too.

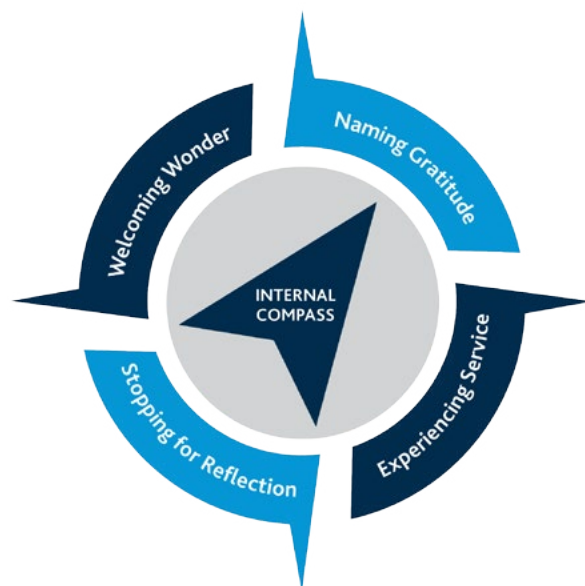
VENTURING AND SPIRITUALITY

The basis of your membership in Venturers is acceptance of Scouts Canada’s mission and principles. This is summarized in the promise you make as a Venturer: duty to God, duty to others and duty to self.

The Promise has three parts emphasizing duty to God, concern for our immediate neighbours and service to the wider community—our nation and our world. When you make your promise, you reaffirm your belief in God. Duty to God is a commitment to living the spirit of the Scout Law in recognition that we are part of a reality beyond self and beyond the present moment.

Venturing (and Scouting) does not teach or profess any particular religion, but it *does* ask you to develop your own faith, and it encourages you to do so. Your Company can be a good place to examine religious beliefs and spiritual values, but avoid harmful sectarian arguments or those based on prejudice or superiority thinking (e.g. “My way of thinking is better than yours”). Seek to understand and broaden your individual relationship with God. This has always been the fundamental concern of the world’s religious traditions and rituals.

A non-denominational way to reflect on one’s faith and spiritual beliefs is to try to make the Internal Compass a part of your Venturing program. It has four simple parts, which you can remember by thinking of the four cardinal directions:



- **N**aming Gratitude
- **E**xperiencing Service
- **S**topping for Reflection
- **W**elcoming Wonder

You and your Company could observe, or participate in, different religious practices, but follow the guidance of appropriate religious leaders. Your community undoubtedly has many skilled people who can guide you in an exciting and challenging journey of religious awakening. Let them help you to appreciate the spiritual richness of life, and perhaps guide you in your own spiritual walk. Your Scouters should help, too, for they will have read and subscribed to the section on “Religion” in *By-Law, Policies and Procedures*—Scouts Canada’s governing manual.

Don’t miss opportunities in your own Company to strengthen your spiritual life. These opportunities might include:

- A few moments of silence at the beginning or ending of a meeting to give thanks for friendships
- A time of reflection on a quiet mountain trail to thank God for this beautiful world we must take care of
- A simple grace said together at mealtimes at camp
- A chance to ponder life, next to a crackling campfire

Fill your Venturer life with moments like these.

VENTURING AND THE COMMUNITY

Your Venturer Company should be an active part of your community. It relies on the community for its members, Scouters, funds, meeting places and general public approval. The community supports Venturing because it's a worthwhile program that helps you become an active and responsible citizen.

Get to know your community as much as you can. Join in its many activities. Large and small communities both offer many opportunities to develop challenging programs and to provide service. Obviously, a big city is full of resources for Venturer programs: sports centres, industries, businesses, museums, universities, libraries, art galleries, parks, government centres and more. But in a small town, where there aren't as many resources, it's often much easier to find out what they are and how to use them.

Make yourself visible to community members through articles in local newspapers, through uniformed fundraising drives and through your general program. Let people be aware that you're around, and that you are in fact active and responsible young citizens.

DIVERSITY

Many Venturer-aged youths face physical, economic, political, mental or emotional challenges. These young people may not be aware that they are welcome in Scouting. In Scouting, differences are respected and valued. Scouting is an inclusive and apolitical movement, and it is open to everyone who subscribes to Scouting's values.

Everyone between the ages of 15 and 17—including those with special needs—who wants to join Venturers should have the opportunity. While your Company may regard itself as inclusive, there may be those who would like to take part in Venturing but are not sure that they would be welcome. This is more likely to be the case if they don't see others like themselves in your Company. Understand that if your Company does not already include members of different genders, religions, ethnicities, political beliefs, abilities and sexual orientations, the perception may exist that your Company is exclusive. Actively promote your Company so that all youth in your area are aware of the opportunity to become Venturer Scouts. Dispel any impressions that your Company is not open to all.

PART OF A MOVEMENT

Sharing in a Scouting adventure can offer one of the best experiences of Venturing. People of all ages and from all parts of the world come together with a common purpose and friendship. Try to participate with the other Sections. Get to know Beavers, Cubs, Scouts and Rovers. Work with them. It will not only give needed service to the younger Sections, but it may also set the stage for younger members to want to join Venturers when they're ready, and for Venturers to move on to Rovers.

Your Company might approach Scouters of other Sections and propose linking activities. Offer to explain the Venturer program to older Scouts. Volunteer to run a Beaver meeting, or to help Cubs and Scouts with their badges.

Your Company might invite older Scouts to some of its activities. This will help to break the ice for those interested in joining your Company. It can also start to build many friendships which will be valuable both to the individual and to your Company. Encourage older Scouts to join Venturers.

Encourage your Company to run Area activities. If your Company has an outstanding program, tell other Companies (and Scout Troops, too) about it. Offer information and advice so their programs can become outstanding.

JAMBOREES

A jamboree is an international, national or provincial gathering of Scouts. It was while Lord Robert Stephenson Smyth Baden-Powell was attending the Imperial Scout Exhibition in England in 1913 that he got the idea for jamborees.

Earlier Scout gatherings had been called rallies and exhibitions, but Baden-Powell wanted a new name for this new idea. The name he came up with for such a gathering was "jamboree". He didn't know exactly what the word meant, but he liked its sound. It had the flavour of the Australian Aboriginal word "coroboree". This word means "a gathering", and it captures the idea of Scouts "jammed together" at a large gathering.

Jamborees are fantastic opportunities to make new friends from far-away communities and to experience a new place. They are also great opportunities to experience program adventures that might not be possible at smaller-scale events.

LEAVE NO TRACE

“Leave No Trace” is an ethic for responsible outdoor adventuring. The name just about says it all. When we head out into nature, we prefer and expect to find our outdoor recreation areas in a pristine, wild state. It is our responsibility to leave the places we have visited just as clean and natural as we have found them—if not more so!

How can you effectively practise a Leave No Trace approach on your outdoor adventures? Follow the seven principles of Leave No Trace:

- Plan Ahead and Prepare
- Travel and Camp on Durable Surfaces
- Dispose of Waste Properly
- Leave What You Find
- Minimize Campfire Impacts
- Respect Wildlife
- Be Considerate of Other Visitors

SCOUTTREES

Since 1973, Canadian Scouting members have planted more than 70 million trees as part of the Scoutrees program. To understand how many trees that is, if they had planted all of these 70 million trees along the Trans-Canada Highway’s 7,699 km length, you would find a tree approximately every 9 cm coast to coast!

The Scoutrees project helps reforest Canada and reclaim waste area. To start, collect pledges from people who want to see trees planted in the reforestation area. The money you collect is used in a variety of ways. First and foremost, the money you raise covers the expense of purchasing the sapling your Company will plant.

One special use is the Canadian Scout Brotherhood Fund. Money that goes to the Brotherhood Fund helps support world Scout community development projects.

To find out more about the Scoutrees program, visit:
Scouts.ca/scoutrees.

THE CANADIAN SCOUT BROTHERHOOD FUND

Want a practical way to support the Scouting brotherhood? You could contribute to a special fund that helps needy members. Administered by International Relations Services of the National Council, the Canadian Scout Brotherhood Fund supports Scout

programs throughout the world. The fund has helped such projects as Operation Amigo and Can-Carib, and it has given aid to Scouting in various parts of the third world.

Most money of the fund comes from members of the Canadian Scouting family—people like yourself and others from your Company. You may want to plan a special fundraising project for the Brotherhood Fund, or to consider setting aside money for an annual contribution. Another way to help this fund is through donations made to Scoutrees.

If you choose to support this worthwhile cause, you can send your contribution of a cheque or money order to:

Canadian Scout Brotherhood Fund
Scouts Canada
1345 Baseline Road
Ottawa, Ontario
K2C 0A7

YOUTH SPOKESPERSON PROGRAM

The Youth Spokesperson Program is an opportunity to share your Scouting adventures with the media and wider Scouting community. If you are a personable, friendly youth member who likes to shine in the spotlight or write compelling stories behind the scenes, then you should apply to the Youth Spokesperson program.

Since the launch of the program in 2010, Scouts Canada youth from across the country have shared their passion for Scouting with the country through hundreds of media interviews. As a Scouts Canada Youth Spokesperson, you will get the opportunity to not only participate in media interviews, but also write articles for Scouts Canada’s various publications, pitch stories to national news outlets, give presentations to your local council or join in conversations online with social media.

If developing your media and presentation skills is something you’re keen to do, you can learn more about the program—including how to apply—at: **Scouts.ca/youth-spokesperson-program.**

SCOUTS CANADA SCHOLARSHIP PROGRAM

The Scouts Canada Scholarship Program provides financial support to members of Scouts Canada entering or continuing in full-time studies at Canadian universities or colleges.

All recipients are motivated youth who (with the help of their Scouting experiences) have demonstrated outstanding leadership qualities and a desire to create a better world. As they progress through life, these skills will be carried with them as they become successful adults in the community. Scouts Canada sees this scholarship program as an investment in the lives of the future leaders of tomorrow.

To find out more, visit [Scouts.ca/scholarships](https://scouts.ca/scholarships).

BEYOND VENTURERS

Those who remain in Venturers until their 17th or 18th birthday will have shared in a wide variety of experiences. They will have set and achieved a number of goals in all six of the Program Areas, and achieved their personal Summit in the Venturer Program. They will have gained new knowledge, new skills and more insight into how the world operates.

Although you will move into the working world or go on to college or university, after Venturers you may choose to stay in Scouting as a member of a Rover Crew.

Rovering in Canada is for young men and women between the ages of 18 and 26 who wish to have a flexible, challenging outdoor program. Every Crew must have a Scouter who helps to stimulate and coordinate planning and programs. But each Rover Crew is responsible for its own program.

Sometimes two or more Rover Crews come together for special events, conferences, or extended camps called “Moots”.

While your job or studies may take most of your time, Rovering is adaptable enough to accommodate your schedule. It can provide many happy hours of fellowship.

Contact your Area’s Rover Crew. Find out about its program. You could organize a joint event of Venturers and Rovers around some common interest. If no Crew exists in your Area, talk to your Scouter or to someone on your Council’s service team. They can help you start a Crew.

VENTURER ACTIVITIES, AWARDS AND SYMBOLS

The Venturer program provides ample opportunity for you to become involved in a wide variety of challenging activities which will help you develop in the SPICES. Choose your own activities, and do them in your own time or with other Company members. Make them as challenging as you want.

Scouts Canada has provided Venturers with their own distinctive program of recognition for participating in activities. These include challenges for individual Venturers, as well as the entire Company. For the individual, the Queen's Venturer Award is the highest award for effort, while the Amory Adventure Award is the highest achievement a Company can attain.

If you do not intend to seek awards, you may still find some suggested activities for awards useful as part of your program. A successful Company doesn't need to follow an award scheme, but it must have a program that makes use of all six Program Areas (Environment & Outdoors, Leadership, Active & Healthy Living, Citizenship, Creative Expression and Beliefs & Values). Personal Progression badges are achieved by meeting personal goals with the support of the Company; more about Personal Progression badges can be found in the Canadian Path Venturer Company Handbook.

The Queen's Venturer Award



The Queen's Venturer Award is presented to Venturers who have acquired competencies and skills that will be of considerable use to themselves, their Company and their community. These Venturers will have also been recognized by the Company, the Scouters and Scouts Canada as being worthy of receiving this award.

The Queen's Venturer Award signifies that a Venturer has, in the opinion of those who know the Venturer, both the character and

ability to be of significant help to other people. The award consists of a cloth emblem and a parchment certificate, signed by the Governor General.

REQUIREMENTS

To be eligible for the Queen's Venturer Award, you must complete the following requirements to the satisfaction of your Company.

1. Demonstrate that you have developed in your personal progression on your Solo Climb.
2. Demonstrate that you have completed 24 stages of Outdoor Adventure Skills. This enables you to go broad or deep, taking part in diverse expeditions or increasingly difficult expeditions that focus on a specific Outdoor Adventure Skill set.
3. Complete 50 volunteer service hours. These hours do not have to be completed within Scouting and do not have to be completed as part of one activity or event. Although volunteer service activities completed as part of the Section's program do count towards this requirement, you are encouraged to find your own opportunities to give back to your community in a way that has special meaning to you.
4. Complete your Queen's Venturer Award project, your "capstone" project of Venturers, typically completed in your last year of the program. With the approval of the Company Leadership Team, you must complete a challenging project that matters to you and that will benefit a community (local, national, or international) using the Plan-Do-Review framework.

The Queen's Venturer Project may be completed in conjunction with or support of a project for another organization, such as school or the Duke of Edinburgh's Award.

Peer planning and risk review

Choose a project that matters to you and that you believe will be significant to community. This "community" could be:

- Local (your town, school, church, hospital, etc.)
- National (Canada)
- International (outside Canada)

Problems that you may in part address with a capstone project include (but are not limited to): education, poverty, racism, pollution, housing, ecology, etc.

You might construct or repair benches or picnic tables for a local park, organize a drive and assemble care packages for armed forces members serving overseas, or acquire new and used school supplies to be sent to a foreign school in need.

You can come up with an original idea for a service project, solicit ideas from your Company (including Scouters) or research suitable projects online. American Eagle Scout projects are easy to find, and can provide very good ideas for Queen's Venturer Award projects.

Conduct research as necessary, and create a project plan that includes a schedule, budget, and an inventory of required supplies and possible sources for said supplies.

Present your plan to your Company Leadership Team for its approval. Your Scouters will need to approve the risk management elements of project.

Carry out the project

Complete the project as best you planned. Document your efforts as you work on your project (possibly by journaling, recording video footage or keeping a photographic record).

Review

Present the results of your project to your Company. This is a significant review that's more than just about reviewing the project and its process; the review should be introspective. You should be encouraged to reflect upon how the experience of conceiving and executing the capstone project was a personal journey. Your reflective review can be composed in terms of the SPICES. As with other expeditions, there is no single recommended approach for your review. Be creative! The nature of the project itself may have some influence on how it is reviewed.

Outdoor Adventure Skills



Camping



Emergency Aid



Vertical Skills



Trail



Paddling



Sailing



Scoutcraft



Winter Skills



Aquatics

As you develop your plans for adventures, you will also develop a list of skills that you will need to complete an outing successfully. After learning those skills and completing the outing, your review will give you an opportunity to talk about the skills you have gained. As part of The Canadian Path, Scouts Canada has developed a comprehensive Outdoor Adventure Skills Program. Through a review of an outing, you will realize you have completed some Outdoor Adventure Skills.

Outdoor Adventure Skills begin with Beaver Scouts and continue through to Rover Scouts. Each of the nine Outdoor Adventure Skills is divided into nine stages. Outdoor Adventure Skills should be seen as tools to support the Plan-Do-Review cycle. Completion of each stage is recognized with a badge that is worn on the uniform sleeve.

Scouts Canada has identified these nine core Outdoor Adventure Skills: Camping, Trail, Scoutcraft, Emergency Aid, Paddling, Winter Skills, Vertical Skills, Sailing, Aquatics.

THE RELIGION IN LIFE PROGRAM



The Religion in Life Emblem is granted to a Venturer who has completed the requirements laid down by his or her own faith or denomination. It must be done to the satisfaction of one's minister, priest, rabbi or other recognized spiritual leader.

There are five stages in the program, each denoted by coloured borders on the emblem: yellow, green, blue, red and purple. Scouts Canada's website, **Scouts.ca**, has pamphlets that set out all requirements. You may start at any stage, according to age or capability.

THE SPIRITUALITY AWARD



The Spirituality Award is designed for the youth member who is presently excluded from earning a Religion in Life Award by not belonging to a specific faith community. To help you earn this award, obtain a pamphlet outlining the requirements from Scouts Canada's website.

FIRST AID TRAINING

First aid has always been a part of Canadian Scouting. To ensure the highest level of training for members, Scouting endorses both the St. John Ambulance Association and Canadian Red Cross Society first aid training programs.

Venturers are urged to undertake the training that will qualify them at the Standard level. They will receive a certificate after having completed the required course.

THE DUKE OF EDINBURGH'S AWARD



The Duke of Edinburgh's Award in Canada is a challenge program of leisure time activities for young people between the ages of 14 and 25. It is operated and acclaimed worldwide. Participation represents a personal commitment to constructive endeavour, promoting qualities of self-discipline, self-reliance and leadership. There are three levels of increasing difficulty to ensure adequate challenge.

While it is not a Scouting award, it is one that you are encouraged to strive to achieve. Inherent in the award program is Prince Philip's challenge to you, that you will reach for and accept only your very best effort.

Most requirements for the Award can be followed as a normal part of your Venturer program, allowing you to earn recognition, both in Venturing and in the Duke of Edinburgh's Award program. To gain an Award, you must select one activity from each of the four sections below, and complete the requirements for the Bronze, Silver or Gold stage, depending on your ability and the age range set for that stage.

- a. Service
- b. Expeditions
- c. Skills
- d. Physical fitness

When you've satisfactorily completed the requirements in all four sections, your Scouters (through the provincial/divisional award office) will arrange for the presentation of your Award pin and certificate of achievement. Bronze Awards are presented locally in your community by the mayor, a local official or your Scouter; Silver Awards are presented by the Lieutenant-Governor of your province, while Gold Awards are traditionally presented by Prince Phillip, another member of the Royal Family, the Governor-General or on some occasions a Lieutenant-Governor. A crest for each Award is also available from your Scout Shop for wearing on your uniform.

Venturer Companies interested in participating in the Duke of Edinburgh's Award program may obtain information by writing to the provincial/divisional office of the Duke of Edinburgh's Award program (located in each provincial capital), or by asking your local Scout office.

A Duke of Edinburgh's Award representative will be pleased to visit your Company to explain how you can best take advantage of this Award.

LANGUAGE STRIP



Demonstrate an ability to speak in a language other than your own by conversing on a subject of your choice for at least 20 minutes.

WORLD SCOUT BADGE



The royal purple and white World Scout Badge (commonly worn throughout the Scouting world) has special significance. The central arrowhead, taken from the compass sign for north, points "the right way to go." The surrounding rope is a reminder of the brotherhood of Scouts around the world. The reef knot stands for the unbreakable bond that ties all Scouts together.

AMORY ADVENTURE AWARD



This award, first presented by the Rt. Hon. Viscount Amory, GCMG, one-time British High Commissioner to Canada, is in the form of a plaque. The plaque has a reproduction of Jacques Cartier's ship *Grande Hermine*, and the Canadian space satellite *Alouette I* mounted on it.

The Award is presented annually to the Company that displays the most initiative in conceiving, planning and executing an outdoor adventure activity in accordance with the Four Elements of The Canadian Path.

Conditions of Entry

Eligibility

The competition is open to all registered Venturer Companies.

Send entry logs to:

Amory Adventure Award
Scouts Canada
1345 Baseline Road
Ottawa, Ontario
K2C 0A7

Dates of Competition

Activities must take place between November 1st and October 31st of the next year.

The log must be postmarked **no later than** October 31st to be considered for that year.

Rules of Competition

1. Adults

Persons 18 years and over may **not** take part in planning, preparing or executing the activity, but may be consulted by the Venturers. They may accompany the team during its activity only:

- a. When the law demands it (e.g. to drive a vehicle).
- b. As an instructor or supervisor if learning a skill is required for the activity; or
- c. When safety demands it.

In such cases, these persons must limit their participation to their specific function.

2. Duration

The adventure activity must last a minimum of four days, of which at least 84 hours must be consecutive.

3. Logs

Each Company will submit an illustrated log prepared by the participants unaided by adults. The log will:

- a. State the Company name; the Scouters' names and addresses; and the name, age and address of each Venturer.
- b. State the purpose of the activity.
- c. Indicate how and why the activity was chosen.
- d. Record the details of planning and preparation, including the roles played by each participant.
- e. Provide a day-by-day account of the activity.

The daily account should:

- i) Give a description of the route.
- ii) Report on the type of terrain, waterways, hiking trails, plant and animal life.
- iii) Describe features of historical interest, monuments, battlefields, ruins and historical routes.
- iv) Describe human life, industrial and agricultural development, and local crafts.
- v) Include illustrations such as photographs, maps and sketches.
- f. Provide a reflection on how the members of the Company developed in the SPICES as a result of their participation in the expedition

While the competition rules require that the adventure activity log represent the unaided work of the team, Venturers should seek advice and gain prior experience in log-keeping.

4. Judging

Judges are appointed annually by the National Commissioner, and their decision is final. The judges base their evaluation of the activity on the logs submitted. They assess the activities for:

- a. Initiative in the choice of activity
- b. Effort during preparation and execution of the activity
- c. Achievement of purpose
- d. Quality of the log

5. Return of logs

Under normal circumstances, the logs entered into this competition will be returned. However, Scouts Canada reserves the right to keep them once they are submitted in competition.

All Venturers who take part in the Amory Adventure Award expedition (whether or not they are members of the winning Company) receive a participation badge to wear on the uniform. The first place Company's name is recorded on the Amory Adventure Trophy, which the Company may keep for nine months. Companies that place first, second and third each receive a trophy of their own to keep.

The Venturer Uniform

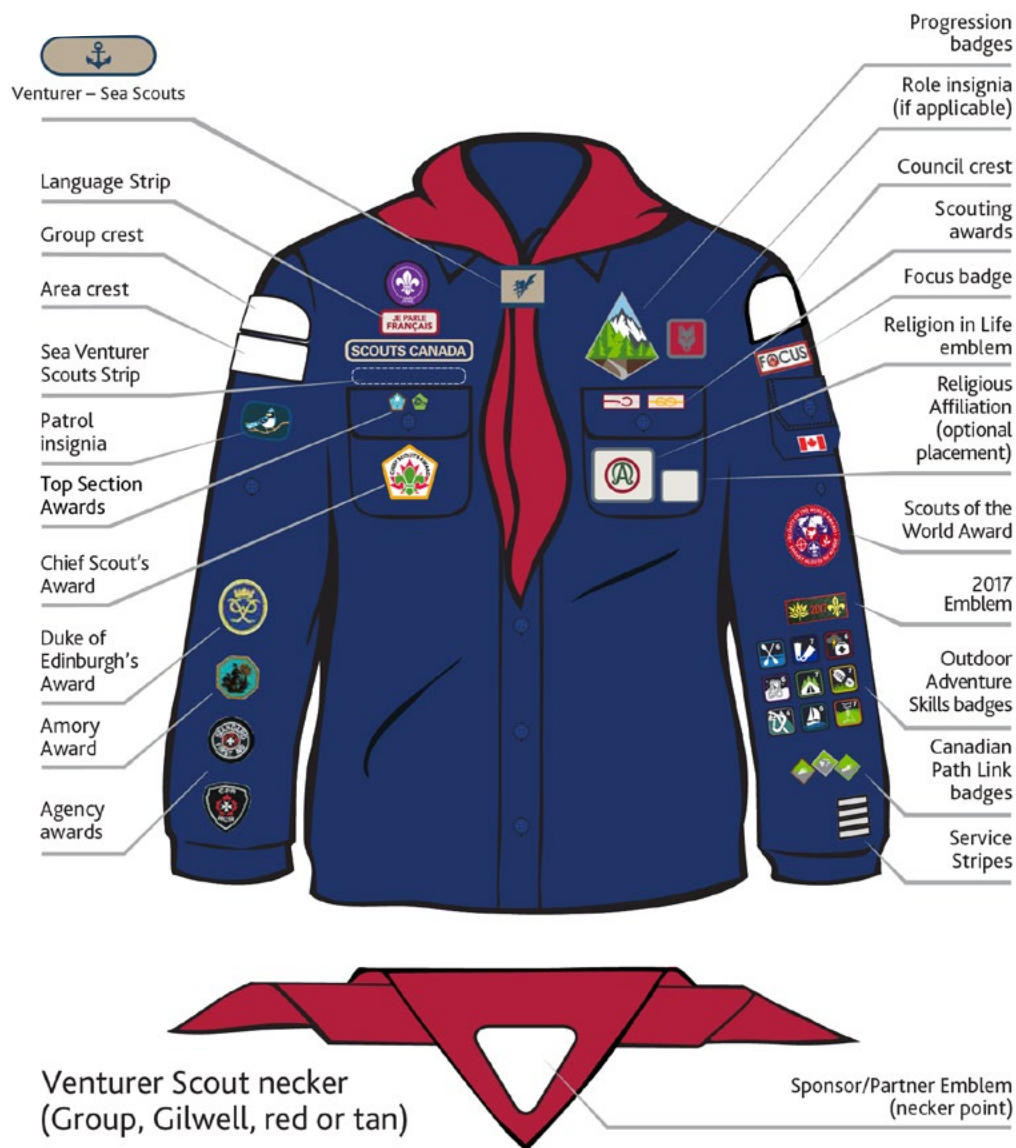
The Venturer Scout uniform is worn when designated by your Company, or as called for when you are participating in Area, Council or National events. Since the uniform shows that you are a Venturer who belongs to a particular Company as well as the whole Scouting Movement, you should wear it correctly and with pride.

The official uniform consists of an official collared, button-up unisex navy blue shirt, your Group neckerchief with the Venturer Scout or Sea Venturer Scout woggle, tan trousers and a leather belt. All of these items are available through the Scout Shop, but unofficial tan trousers and belt are acceptable. If the expense of a uniform poses a financial burden to any members of the Company, No One Left Behind will provide support for the expense of a new shirt.

A Company may develop its own unofficial activity dress for informal outings and occasions.

UNIFORM INSIGNIA PLACEMENT

Venturer Scout



Badges

Badges earned in junior Sections are not worn on the Venturer Scout uniform, except the Chief Scout's Award and the small badges indicating that you have earned the North Star Award or Seonee Award (the Top Section Awards for Beavers and Cubs, respectively).

While the Venturer Section does not have Personal Achievement badges (which are a common element to all of the younger Sections), there are still a few badges that can be earned and worn on the uniform.

These include:

- Religion in Life Award (highest level only is worn)
- Queen's Venturer Award
- Badges awarded by the St. John Ambulance, Royal Life Saving Society and Canadian Red Cross
- Duke of Edinburgh's Award (highest level only is worn)
- Canadian Path Link Badge
- Amory Adventure Award

Note: Scouters are not to wear the Venturer uniform, or any youth badges or awards.