



TRY VENTURING !

VENTURERS are 14.5 to 18 years old,
so why not TRY at 13y10m and LINK at 14.5!

INFORMATION SHEET

Aim:

- ♣ To encourage all older Scouts to participate in Venturer activities, gain the Try Venturing badge and progress to Venturers.

Principles:

- ♣ The **Try Venturing** badge is being introduced to encourage older Scouts to **Try Venturing**.
- ♣ It is intended to be offered in a non-challenging manner and with a minimum of administration.
- ♣ The **Try Venturing** badge is not designed to take the place of the Scout/Venturer Link badge.
- ♣ Scouts do not have to progress to Venturers immediately upon completion of their **Try Venturing** badge.
- ♣ It remains the Scout's decision as to when they progress to Venturers - usually between 14.5 and 15 years.

Eligibility:

- ♣ A Scout must be at least 13 Years 10 Months of age to commence a **Try Venturing** badge.
- ♣ A Scout must attend three Venturer activities (minimum of one indoor and one outdoor) to earn the **Try Venturing** badge.

Promotion:

- ♣ Scout Leaders will be advised of the **Try Venturing** badge by PAs & VLs.
- ♣ Units will be encouraged to contact local Scout Troops to promote the **Try Venturing** badge.
- ♣ Units will be encouraged to offer opportunities for eligible Scouts to attend appropriate activities.
- ♣ Individual Scouts and/or Troops may initiate contact with a local Unit if they wish.
- ♣ DVLs, especially for country regions, are to ensure that all Units & Troops are aware of **Try Venturing**.

Application:

- ♣ When a Scout attends a Unit activity, the Venturer Leader signs the **Try Venturing** Record Sheet.
- ♣ This sheet is to be pasted onto the back page of the Scout Record Book.
- ♣ The three activities may be with one or more Units, and can be intensive over a one or two day period.

Completion and Presentation:

- ♣ When the third activity is completed, the Venturer Leader signs **Try Venturing** Record Sheet as completed.
- ♣ The Venturer Leader then orders the **Try Venturing** badge from the PA or BCV.
- ♣ The Unit, in consultation with the Scout Leader, presents the **Try Venturing** badge to the Scout.
- ♣ The Unit should continue to invite the Scout to participate in the Unit's activities, to build a connection to the Unit and form friendships with Venturers.

Wearing of badge:

- ♣ The badge can be worn on the uniform until the Scout earns the Venturing Skills Award Badge.
- ♣ Scout Uniform: the badge is worn below the Patrol emblem on the left sleeve.
- ♣ Venturer Uniform: the badge is worn in place of the Venturing Skills Award badge on the left sleeve.

Supply of Badges:

- ♣ Each District will order the **Try Venturing** badges, available from the Branch Commissioner Venturers.
- ♣ There is no cost for the badges, as they are provided by the Branch Venturer Council (BVC).

This pamphlet is adopted from a similar Try Venturing info package from the Victorian Branch Venturers – THANKS!



TRY VENTURING !

VENTURERS are 14.5 to 18 years old,
so why not TRY at 13y10m and LINK at 14.5!

Dear Unit Council members,

As part of our ongoing commitment to encourage all Scouts to progress to Venturers, we wish to give Scouts 13 Years 10 Months and over the opportunity to gain the Try Venturing badge.

We are offering this exciting opportunity for the Scouts of your District to be involved, and trust that this initiative will increase Venturer numbers.

Attached are the following for your information:

- ♣ a Try Venturing letter for each Scout Leader and their Troop;
- ♣ a Try Venturing Information Sheet with the guidelines for this initiative;
- ♣ a Try Venturing Scout Information and Record Sheets;
- ♣ some Venturer brochures; and a list of all Venturer Units in SA.

Try Venturing Kits will be distributed to Scout Troops via Program Advisors (Scout Section).

We would appreciate your assistance with our initiative, by

- ♣ showing positive support for the Try Venturing initiative;
- ♣ building and maintaining contact your local and feeder Scout Troops;
- ♣ organising and running activities for Scouts, either Unit or DVC based;
- ♣ including Try Venturing as a topic in your Unit and DVC meetings.

I hope you will encourage all eligible Scouts to participate in your Unit activities - you are most welcome to contact me if you require further information or assistance.

Some suggestions for Venturers when discussing Try Venturing with a Scout:

- ♣ Have a Venturer brochure to give out.
- ♣ Have copies of your current Unit Term Program - enough for each Scout.
- ♣ Include information about coming major events – Easter Venture, Super Splash, District activities, Australian Ventures, Venturers @ Scout Jamborees, Initiative Activity, Venturer Retreat, etc.
- ♣ A Unit promotional flyer (if you don't have one, design one then!)
- ♣ How old do you have to be to start linking into Venturers?
- ♣ Have you heard of Easter Venture?
- ♣ What colour shoulder tabs do Venturer Leaders wear (prior to new uniform!)?
- ♣ Have you heard of the Venturer motto "Look Wide"?
- ♣ Is there a Venturer Unit attached to your Group? Or, is there a Venturer Unit in your District?
- ♣ Do you know anyone who has earned his or her Queen's Scout?
- ♣ Do you know that Venturers have "Jamboree" type camps called "Ventures"?

Yours in FUN Scouting & Venturing,

Who	Program Advisor (Venturers)	Branch Commissioner for Venturers
Name		Tash Wylie
Contacts		M 0421 634 995 E bc.venturers@sa.scouts.com.au



TRY VENTURING !

VENTURERS are 14.5 to 18 years old,
so why not TRY at 13y10m and LINK at 14.5!

Dear District Commissioner,

As part of our ongoing commitment to encourage *all* Scouts to progress to Venturers, we wish to give Scouts 13 Years 10 Months and over the opportunity to gain the **Try Venturing** badge.

We are offering this exciting opportunity for the Scouts of your District to be involved, and trust that this initiative will increase the retention of Scouts - a goal we all share!

Attached are the following for your information:

- ♣ a **Try Venturing** letter for each Scout Leader and their Troop;
- ♣ a **Try Venturing** letter for each Program Advisors (Scout Section);
- ♣ a **Try Venturing** letter for each Venturer Unit Council;
- ♣ a **Try Venturing** Information Sheet with the guidelines for this initiative;
- ♣ a **Try Venturing** Scout Information and Record Sheets - the Scout Record Book 'cut & paste';
- ♣ a Venturer brochure; and a list of all Venturer Units in SA.

Try Venturing Kits will be distributed to Scout Troops via Program Advisors (Scout Section).

We would appreciate your assistance with our initiative, by

- ♣ showing positive support of the **Try Venturing** initiative;
- ♣ advising Scout Leaders to encourage their older Scouts to **Try Venturing**;
- ♣ encouraging older Scouts to progress to Venturers; and
- ♣ including **Try Venturing** as a topic in your District Council meetings.

We are looking forward to the implementation of this exciting initiative in SA, and will keep you advised of how it progresses.

Yours in FUN Scouting & Venturing,

Tash Wylie

On behalf of SA Venturers

M 0421 634 995

E bc.venturers@sa.scouts.com.au



TRY VENTURING !

VENTURERS are 14.5 to 18 years old,
so why not TRY at 13y10m and LINK at 14.5!

Dear Program Advisor (Scouts),

As part of our ongoing commitment to encourage *all* Scouts to progress to Venturers, we wish to give Scouts 13 Years 10 Months and over the opportunity to gain the **Try Venturing** badge.

We are offering this exciting opportunity for the Scouts of your District to be involved, and trust that this initiative will increase the retention of Scouts - a goal we all share!

Attached are the following for your information:

- ♣ a **Try Venturing** letter for each Scout Leader and their Troop;
- ♣ a **Try Venturing** Information Sheet with the guidelines for this initiative;
- ♣ a **Try Venturing** Scout Information and Record Sheets - the Scout Record Book 'cut & paste';
- ♣ a Venturer brochure; and a list of all Venturer Units in SA.

We would appreciate your assistance with our initiative, by distributing **Try Venturing** kits to each Scout Leader and their Troop. Each kit will contain the following:

- ♣ a **Try Venturing** letter for each Scout Leader and their Troop;
- ♣ a **Try Venturing** Information Sheet with the guidelines for this initiative;
- ♣ a **Try Venturing** Scout Information and Record Sheets - the Scout Record Book 'cut & paste';
- ♣ some Venturer brochures; and a list of all Venturer Units in SA.

We would also appreciate your assistance with our initiative, by

- ♣ showing positive support of the **Try Venturing** initiative;
- ♣ advising Scout Leaders to encourage their older Scouts to **Try Venturing**;
- ♣ encouraging older Scouts to progress to Venturers.

We are looking forward to the implementation of this exciting initiative in SA, and will keep you advised of how it progresses.

Yours in FUN Scouting & Venturing,

Who	Program Advisor (Venturers)	Branch Commissioner for Venturers
Name		Tash Wylie
Contacts		M 0421 634 995 E bc.venturers@sa.scouts.com.au



TRY VENTURING !

VENTURERS are 14.5 to 18 years old,
so why not TRY at 13y10m and LINK at 14.5!

Dear Scout Leader & Group Leader,

As part of our ongoing commitment to encourage all Scouts to progress to Venturers, we wish to give Scouts 13 Years 10 Months and over the opportunity to gain the **Try Venturing** badge.

To earn the badge is very simple - all the Scout has to do is to contact one or more Venturer Units, check out their Unit programs and then organise with the Unit(s) which activities they would like to try. Alternatively, your Unit or Venturer Council may arrange some suitable activities and then invite the Scouts to participate.

The Scout is required to participate in 3 Unit activities, but the activities do not have to be with the same Unit. Scouts will use the **Try Venturing** record sheet provided, to record their participation and to obtain the signature of the VL or the Unit Council.

Upon completion of the 3 activities, the VL will check the activities and the Scout will be presented with the **Try Venturing** badge as noted in the Information Sheet.

The **Try Venturing** badge does not replace the Scout's Venturer Link badge and does not mean that the Scout must progress to Venturers immediately upon completion of the three activities.

The badge is designed to encourage the Scout to look forward to Venturers, when the time is ready for them to progress, noting that they *may* join Venturers at 14.5 years old!

Attached is a list of Venturer Units in SA, with information on meeting and contact information.

We would appreciate if you can hand out to your older Scouts the **Try Venturing** Information Sheet, Record Sheet and Venturer Brochure.

I hope you will encourage your Scouts to participate in this initiative and to enjoy the Unit activities - you are most welcome to contact your Program Advisor (Venturer Section) or myself if you require further information or assistance.

Yours in FUN Scouting & Venturing,

Who	Program Advisor (Venturers)	Branch Commissioner for Venturers
Name		Tash Wylie
Contacts		M 0421 634 995 E bc.venturers@sa.scouts.com.au



TRY VENTURING !

VENTURERS are 14.5 to 18 years old,
so why not TRY at 13y10m and LINK at 14.5!

SCOUTS!

Here is your chance to come along and see what is ahead of you as you continue your Scouting Journey!


Here is your chance to explore Venturers!

By taking part in three Venturer Unit Activities you will meet new Scout Members, learn a little about Venturing and the activities that you can enjoy in the future. Go and try three different Venturer Units if you like. Talk with the Unit before you go as there are many nights that they do not stay in their Scout Hall and are out doing exciting activities.

Record Sheet

Please use the Try Venturing record sheet below to record your participation in the three activities, and to obtain the VL or Unit Council's signature to complete and earn the badge. Please cut it out and paste onto the back pages of your Scout Record Book first.

----- cut here -----

 <p><u>TRY VENTURING</u></p> <p>You can be a VENTURER from your 14.5th birthday until your 18th, so, why not....</p> <p>...TRY at 13y10m & LINK at 14.5 !</p>	<p>----- cut here -----</p> <p>---- Cut here and paste it onto the back pages of your Scout Record Book ----</p> <p>----- cut here -----</p>		<p>INDOOR ACTIVITY</p> <p>Unit: _____</p> <p>Date: _____</p> <p>Activity: _____</p> <p>_____</p> <p>Unit Council or VL signature: _____</p> <p>_____</p>	<p>OUTDOOR ACTIVITY</p> <p>Unit: _____</p> <p>Date: _____</p> <p>Activity: _____</p> <p>_____</p> <p>Unit Council or VL signature: _____</p> <p>_____</p>
<p>UNIT CONTACTS you have made:</p> <p>Unit 1: _____ Unit 2: _____</p> <p>Name: _____ Name: _____</p> <p>Phone: _____ Phone: _____</p>	<p>OTHER ACTIVITY</p> <p>Unit: _____</p> <p>Date: _____</p> <p>Activity: _____</p> <p>_____</p> <p>Unit Council or VL signature: _____</p> <p>_____</p>	<p>BADGE COMPLETION</p> <p>Three activities completed: _____</p> <p>Unit Council or VL signature: _____</p> <p>_____</p> <p>Date: _____</p> <p>Try Venturing Badge presented on: _____</p> <p>_____</p>		

----- cut here -----



TRY VENTURING !

VENTURERS are 14.5 to 18 years old,
so why not TRY at 13y10m and LINK at 14.5!

SCOUT INFORMATION SHEET

Aim:

- ♣ As part of our commitment to encourage all Scouts to progress to Venturers, we wish to give Scouts 13 Years 10 Months and over the opportunity to participate in Venturer activities and gain the **Try Venturing** badge.

Principles:

- ♣ The **Try Venturing** badge is being introduced to encourage older Scouts to **Try Venturing**.
- ♣ The **Try Venturing** badge is not designed to take the place of the Scout/Venturer Link badge.
- ♣ You do not have to join Venturers immediately upon completion of your **Try Venturing** badge.
- ♣ It remains your decision as to when you wish to join Venturers. Usually, this is between 14.5 and 15 years old. You cannot remain in Scouts after you turn 15 years old. If you wish to link earlier, you need to speak to your Scout Leader.

Eligibility:

- ♣ You must be at least 13 Years 10 Months of age to commence a **Try Venturing** badge.
- ♣ You must attend three Venturer activities (minimum of one indoor and one outdoor) to earn the **Try Venturing** badge.

Promotion:

- ♣ Venturer Units will be encouraged to offer opportunities for eligible Scouts to attend appropriate activities.
- ♣ Individual Scouts and/or Troops may initiate contact with a local Venturer Unit if they wish.

Application:

- ♣ The attached record sheet is to be used, and pasted onto the back pages of the Scout Record Book.
- ♣ The three activities may be with one or more Units.

Completion and Presentation:

- ♣ When the third activity is completed, the Venturer Leader signs the Record Sheet as completed.
- ♣ The Venturer Leader then orders the **Try Venturing** badge.
- ♣ The Unit, in consultation with the Scout Leader, presents the **Try Venturing** badge to you.

Wearing of badge:

- ♣ The badge can be worn on the uniform until you earn the Venturing Skills Award Badge.
- ♣ Scout Uniform: the badge is worn below the Patrol emblem on the left sleeve.
- ♣ Venturer Uniform: the badge is worn in place of the Venturing Skills Award badge on the left sleeve.

The **Try Venturing** badge is designed to encourage you to look forward to Venturers, when the time is ready for you to progress, noting that you may join Venturers at 14.5 years.

I hope you will take this challenge to gain the **Try Venturing** badge, and continue to participate in Venturer activities after gaining the badge, thereby building friendships with Venturers.

You are most welcome to contact your Program Advisor or myself if you require further information or assistance.

Yours in FUN Scouting & Venturing,

Who	Program Advisor (Venturers)	Branch Commissioner for Venturers
Name		<i>Tash Wylie</i>
Contacts		M 0421 634 995 E bc.venturers@sa.scouts.com.au