



It starts with Scouts.

# 8<sup>th</sup> Ajax Venturer Scout

## PROGRAM OVERVIEW



[www.8thAjax.ca/venturers](http://www.8thAjax.ca/venturers) ◇ [venturers@8thAjax.ca](mailto:venturers@8thAjax.ca)

Welcome to 8<sup>th</sup> Ajax's Venturer Scout Program! Scouting is the world's largest youth organization, with over 25 million members in almost every country in the world. This guide is a brief overview to Venturer Scouts to help everyone become familiar with the terminology, traditions, and opportunities that exist in the 8<sup>th</sup> Ajax Venturer Company. **At any time, please feel free to email or approach a Scouter with questions, concerns, or ideas.**

### Just Starting the World of Scouting?

Teens in Grades 10, 11 and 12 can join Scouts at any time of the year. Regular meetings and outings occur year-round, although our "Scouting Year" officially runs from September until August. **Please check the calendar on our website for details and exceptions.**

**In order to register**, please complete a Participant Enrollment Form, pay the registration fee, and purchase a suitably fitting blue Venturer Scout Shirt (online at [www.ScoutShop.ca](http://www.ScoutShop.ca) or in Person at Camp Samac – 1711 Simcoe Street North in Oshawa. Additional optional Venturer Scout clothing (blue t-shirt and tan hat) and accessories are also available.) The registration fee enables the various groups and councils of Scouts Canada to develop program resources, provide training and support for the Scouter, and provide insurance coverage for all registered members. To help 8<sup>th</sup> Ajax pay for supplies, badges, and some of the outings "dues" will be collected (payable at each meeting or can be prepaid). If an outing costs a lot of money, a supplement for that particular activity may be required.

After a few meetings (which includes learning the Venturer Scout law, promise, and motto) the new Venturer Scout will be **"invested"** receive a series of crests for the shirt, along with a neckerchief and woggle (see the diagram at right for the placement of the crests). Earned badges and awards as pictured on the diagram can be attached to the sweater, but note that some badges are keepsakes only and can be attached to a "Scout Blanket" or similar memorabilia collector.



**Venturer Scout Law:**

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.

**Venturer Scout Promise:**

A Scout is helpful and trustworthy,  
kind and cheerful,  
considerate and clean,  
wise in the use of all resources.

**Venturer Scout Motto:** Challenge

The **mission** of Scouting is to contribute to the education of young people, through a value system based on the Scout Promise and Law, to help build a better world where people are self-fulfilled as individuals and play a constructive role in society.

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

- **Duty to God:** This is defined as: “Adherence to spiritual principles, loyalty to the religion that expresses them and acceptance of the duties resulting therefrom.”
- **Duty to Others:** This is defined as: “loyalty to one’s country in harmony with the promotion of local, national and international peace, understanding and cooperation”, and, “participation in the development of society, with recognition and respect for the dignity of one’s fellow-being and for the integrity of the natural world.”
- **Duty to Self:** This is defined as: “responsibility for the development of oneself.” This is in harmony with the educational purpose of the Scout Movement whose aim is to assist young people in the full development of their potentials.

To meet Scouts Canada’s Mission and Principles in the Venturer program, the following goals guide activities. Through a system of progressive self-education practices and activities, they encourage Venturers to:

- show adherence to spiritual principles, loyalty to the religion that expresses them and acceptance of the resulting duties,
- fulfill the requirements and responsibilities of good citizenship,
- become aware of, and respond to, local, national and international community needs, as well as the natural and cultural environment,
- provide leadership and work co-operatively in adult-like situations,
- participate in a variety of social and cultural activities,
- demonstrate respect for the natural world while participating in challenging physical and outdoor activities,
- explore vocational opportunities and develop personal interests,
- develop and use communication, problem solving and decision-making skills.

## **How Companies are Organized**

The Venturers (not adult Scouters) operate the company. A fundamental cornerstone of Venturing is the principle of self-determination of members.

- Venturers conduct business meetings with a youth chairman who uses an agenda, with reports from committees, and procedures for making decisions common to adult organizations.
- Venturers are responsible for their own finances (subject to guidelines found in Bylaws, Policies and Procedures) and their local group. They earn and spend money as they see fit, and keep their own records; the group/section committee or the advisor should audit these records annually.
- Without exception, Venturers should be actively involved in choosing and planning activities. The Venturer program not only encourages, but insists that everyone becomes a real participant in the company.
- Venturers don't need to earn badges or awards to meet their program objectives, but the awards support a well-balanced program.

The advisors in your Venturer's company are supported by a **group committee**. The committee is responsible for ensuring the programs offered meet Scouts Canada's guidelines and that the troop has enough resources to operate effectively. The group committee represents a sponsor which is the overall partner with Scouts Canada. Sponsors are typically community centres, clubs, religious institutions or parent groups. The sponsor works closely with Scouts Canada to ensure Scouting programs and resources are meeting the needs of all its youth and adult members.

After learning a bit about Venturer Scouts, your child will be ready to become "invested", or formally welcomed, into the company. You will be invited to attend the "investiture ceremony" to help welcome your child into the Venturer Company.

## **Parents' and Guardians' Role in Scouting**

In order to be effective, the Venturer Scout program needs adults with a variety of expertise – please approach a current advisor to indicate your interest in helping out. We will be glad to help you through the volunteer screening process.

## **Program Activity Areas**

Venturing covers a very wide range of skills and activities that are oriented towards various elements. The section has six activity areas:

- exploration,
- personal fitness,
- personal interest,
- service,
- social/cultural/spiritual, and
- vocational.

Venturer program activities seek to help young people acquire skills and knowledge which will promote and benefit not only personal development, but also the community as a whole.

A number of awards and badges can be achieved by Venturer Scouts. These include:

- The Venturer Award
- The Outdoorsman Award
- The Queen's Venturer Award
- Canadian Trails Award
- Amory Adventure Award
- The Duke of Edinburgh's Award in Canada



### Typical Scout Yearly Overview

While the specific events and activities that occur each year will vary depending on Scout interest, Scouter expertise, and availability of resources, here is a glimpse of some of the activities that happen over the course of the year in Venturer Scouts.

**Business Meetings:** often arranged around badge work of a particular activity area.

**Volunteering:** helping out with younger section activities.

**Outings:** Santa Claus Parade, Hikes, Campfires, and Sports (going swimming, skating, etc. *plus watching* hockey, basketball, etc.).

**Camps:** In addition to numerous Venturer Scout-only camp(s), each year Venturer Scouts will participate in an All Section Camp (with 8<sup>th</sup> Ajax Beaver Scouts, Cub Scouts, Venturer Scouts, and Rover Scouts), a joint Scout-Venturer camp.

