

VENTURER COMPANY SECTION SNAPSHOT

Venturers is for youth ages 15-17. Venturer Scouts learn to nurture an active and healthy lifestyle, acquire the knowledge and skills for career development, and participate in thrilling outdoor adventures.

THE VENTURER SCOUT PROMISE, LAW AND MOTTO

The Venturer Scout Promise: 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 Scout Law: A Scout is helpful and trustworthy, kind and cheerful, considerate and clean, wise in the use of all resources

The Venturer Scout Motto: Challenge

THE FOUR ELEMENTS

The Four Elements of The Canadian Path are essential to the Venturer Company:

Youth-led: The program is directed by its members—not the Scouters.

Adventure: Venturer Scouts explore new things, share new ideas, learn new skills and create new paths.

Plan-Do-Review: A three-step process informs all adventures in the Venturer Scout program in order to make them something that youth will remember and upon which they will build.

SPICES: Social, Physical, Intellectual, Character, Emotional and Spiritual are the six dimensions of personal development for the Canadian Path program.

CLIMB HIGHER

Each Venturer Scout, through his or her program experience, journeys from the base of his or her mountain towards the summit. The symbolic journey of scaling the mountain is really about working towards personal development. Venturer Scouts share adventures in six Program Areas: Environment & Outdoors, Leadership, Active & Healthy Living, Citizenship, Creative Expression and Beliefs & Values. Over the course of a Venturer's journey, he or she will work towards four checkpoints:

Trailhead: A youth who has come from Scouts, or who has recently joined Scouting, starts working towards the Trailhead right away.

Tree Line: The Tree Line marks the progress (approximately one year's worth) that Venturer Scouts have made as they journey along their Solo Climbs.

Snow Line: The Snow Line climb represents the middle milestone of a youth's journey through Venturer Scouts.

Summit: Attaining the Summit represents the completion of the goals set by an individual for what he or she wanted to achieve in Venturer Scouts.

PERSONAL PROGRESSION

Venturers set six personal goals at the beginning of a program cycle, each in support of a Program Area. These should be increasingly challenging as the Venturer nears his or her Summit.

The Solo Climb: From the moment someone joins Venturer Scouts, he or she sets off towards the summit of a personal mountain. A Venturer scales the mountain as he or she achieves meaningful personal development through the Program Areas.

Base Camps: At the start of each program cycle, the Venturer Scouts will get together for a "Base Camp" meeting. This provides them an opportunity to review the expeditions that have happened since the last Base Camp and to plan a new set of expeditions.

Expeditions: Expeditions are the adventures that Venturer Scouts in a Company take on.

Canadianpath.ca



It starts with Scouts.

THE VENTURER SCOUT UNIFORM

The Venturer Scout uniform consists of the Venturer shirt, tan pants, neckerchief and neckerchief slide. The Venturer uniform is available at the Scout Shop nearest you, or at scoutshop.ca. The neckerchief and slide will be provided by the Group.



BADGES

The focus of the Scouting program is on personal progression. Badges help youth recognize and celebrate their personal progression and encourage them to set new goals. Venturer Scouts have the opportunity to work towards a variety of badges, including:

Outdoor Adventure Skills: Outdoor Adventure Skills are learned in the completion of adventures. Nine areas of skills are part of every

Scouting Section, from Beaver Scouts to Rover Scouts. Each of the nine skills is defined in nine progressive stages.

Queen's Venturer Award: The Queen's Venturer Scout Award is the top award of a youth's personal journey through Venturer Scouts.

VENTURER SCOUT TERMINOLOGY

Scouter: A Volunteer in the Venturer Scout Section. The Company Scouter's responsibility is to provide a safe and supportive environment in which the Venturer Scouts are set up for success in planning, doing and reviewing their own program.

Expedition Teams: Expedition Teams are temporary small groups of Venturer Scouts.

Company: The Venturer Company serves as a place of belonging. The Company is the entity to which individual Venturer Scouts belong.

Company Leadership Team: The Company Leadership Team (CLT) is composed of senior Venturer Scouts and at least two Scouters. It is set up to provide a formal structure for the larger group.

RESOURCES

Activities: Youth-led program resources that provide adventure ideas that will help Venturer Scouts explore the Four Elements of The Canadian Path. Activities can be found [here](#).

Journey Card: The Journey Card is an excellent resource to complete the year-end review. Venturers can use the Journey Card to review the Company's activities throughout the year. The Journey Card can be found [here](#).

For more information on the Venturer Scout Program, please visit: <https://www.scouts.ca/resources/program-resources/company-scouters.html>