

How do I Help Youth in My Section Set Fundraising Goals?

Early in the Scouting Year, your Section should dedicate one or two of its meetings to brainstorming adventures for both the short and long term. For the short term, the youth should think about what they would like to practise and do at your Section's fall meetings, and they should also come up with some fun ideas for weekend camps and outings. Of course, ideas should be shared in Patrols (teams) first, and then the Section Leadership Teams can decide what the Section will do based on the suggestions.

As Section Scouters, your role is to support the brainstorming of adventures with as little or as much help as necessary. The amount of support required will usually depend on the Section with which you are working. Older Sections will usually be able to come up with adventures that are both realistic and exciting, while the ideas generated in younger Sections might require some creative

interpretation and guidance from the Section Scouters in order to come about.

When facilitating the planning of adventures for the Scouting Year, Scouters must consider whether the youth's ideas are realistically possible when all logistics are considered, including timing, safety and expenses. Often, whether great adventure ideas are possible will depend on the Section's thorough planning and preparation—especially when it comes to fundraising.



When your Section plans its adventures, use your best judgement to advise the youth on whether or not their ideas are financially feasible. Be realistic, but think positively! Often, big (and perhaps costly) adventures can be pursued if the youth are motivated and organized when it comes to their fundraising.

When your Section has brainstormed its adventures for the Scouting Year, calculate the cost of each and the total cost for the planned program. This will allow your Section to have fundraising goals in anticipation of its adventures over the Scouting Year. Senior Sections can be mentored in the process of budgeting and setting fundraising goals.

Your Group Committee and the Section Scouter team will have experience both facilitating your Section's program and fundraising to make adventures possible. This collective experience will help you to assess whether the program your youth have planned will be more or less expensive than what's been done in years prior. If

it turns out your Section's adventures will require more fundraising than they did the year before, that's okay—plan accordingly, and follow through with your plan.

Help your Section to schedule its adventures according to their expense. Imagine a Venturer Company from Toronto would like to share two hiking trips over the Scouting Year – a weekend trip in Killarney Provincial Park and a week-long trip on Vancouver Island. In this example, it would be best for the Company to plan its in-province hike for the fall program cycle. The more expensive hike on the West Coast should be scheduled for the summer cycle, so that the Company has many months to fundraise for its big adventure!

Depending on what adventures your Section has planned, the youth may need to sell more **Scout Popcorn** than it did in last year's campaign, and you and your youth can come up with a plan to do just that! It will all be worth it when your Section shares all of its great, safe Scouting adventures!

