



The Dulaney District Advancement Committee *Venturing News*

31 May 2021

Venture Crew Leaders of Dulaney District:

The information contained herein has been taken from the National Advancement Newsletters of March-April and May-June 2021.

A. Tiers of Adventure:

In the Venturing program, there are three tiers of adventure. Each tier is designed to quantify the amount of engagement and challenge Venturers need to experience at a particular tier. Each tier focuses on the ALPS model (Adventure, Leadership, Personal Growth, and Service). Tier I activities are fairly basic, but Tier II and Tier III adventures increase the use of the skills needed to plan and develop more complex adventures that a crew can experience.

Tier I Adventures require very little preparation or prior skill development. They are generally less than one day and are not far outside of one's comfort zone. Typically, these activities are simple, crew fun and easily accommodate guests. Examples could be a bowling night, trip to a local tourist attraction, going to a local climbing wall, pizza party, movie night, etc. Tier I Adventures are often steppingstones towards planning Tier II or Tier III adventures.

Tier II Adventures require some advance planning and sometimes prior skill development. They could be a one-day event but also could be multiple-day events. These are a step up from the standard activities found in Tier I. Examples of Tier II Adventures may include: the planning of a weekend camping trip, organizing a community wide talent show, or planning a weekend kayaking trip on a nearby river.

Tier III Adventures require extensive advance planning and often require much prior skill development. These adventures are at least 4 days in length and challenge Venturers mentally and physically. Tier III Adventures are often a favorite part of the program year and generally take place once or twice a year. Examples may include the planning of a 50 mile backpacking trip through a National Park, planning a New York City museum tour, or planning/organizing a contingency going to an International Scouting event or to a BSA high adventure base.

It is important to have a mix of all three types of adventure in the crew's program schedule. Having a variety of adventures ensures engagement and creates opportunities for the youth to develop their skills, planning abilities, and take responsibility for leading their own adventures. Having participated and planned various

levels of Tier Adventures is also part of the advancement structure as youth members work their way towards the Summit Award.

B. Mixing Venturing Recruitment and Advancement;

Venturing member recruitment is an important part of sustaining a Venturing Crew. Advancement is also a main focus of many Venturers as they climb to the Summit. However, did you know that Venturing's advancement structure includes a recruitment component?

One of the requirements for the Pathfinder rank is to “plan, organize, and give leadership to a project designed to sustain and grow your crew.” It is extremely important to use this requirement to increase the overall health of the Venturing Crew. This plan should include developing a recruiting type event or some way that will attract and retain membership. For example, to attract members, a Venturer could organize an open house, invite non-members to attend crew activities such as fun events and/or service events, or provide and post marketing materials in key visible areas that youth would see. The key to success is for existing members to be inviting non-members. There is nothing more meaningful than being personally invited to participate in something.

Once members are a part of the program, they need to be kept engaged so that they can be retained. This could be accomplished by providing an **extremely engaging** program that supports year-round activities on varying tiers of adventure. A good program would provide a mix of tier I and II adventures during the year with at least one tier III adventure per year.

Likewise, it is important to evaluate, every 6 to 12 months, what the crew members are interested in doing. This could be accomplished by providing an interest survey to the members and then using the data to develop the program. Moreover, creating something that keeps members working towards an accomplishment, such as rank advancement or other Venturing awards and recognitions, can also be a huge draw to keep members engaged. Developing and conducting a program around the advancement structure and showing members what they have left to complete to earn an award can keep them engaged and motivated to doing that little extra. This will help keep them in the program longer and strengthen their engagement in the program as they continue to advance further in the program.

Sustaining interest is extremely important for any crew and it is not something that is “one size fits all” and it needs to be constantly evolving. Finding the right method that fits your crew may be a challenge. Youth of today have so many other things that are competing for their time - school, extra-curricular activities, sports, work, and more. Venturing has so many values and benefits that it gives to its members and we just need to show this to others!

C. SEA SCOUTS BSA

1. A Sea Scouts Primer:

So, you say you want to know more about Sea Scouts?

What is it? Does it have the same advancements as Scouts BSA?



Sea Scouts was formed in 1912 and has been looking at the Scouting horizon since then. It is one of the high-adventure branches of the Boy Scouts of America, with its own uniform and advancement trail.

If you want to look at what there is to offer, the Sea Scout brass have made it easy. You can look at what is available for yourself. While on the home page at www.seascout.org, click on the upper ribbon on the right part of the page on “Resources.” There you will find an abundance of help for Sea Scouts.

For advancement, click on “Advancement Central.” There you will find advancement resources and quartermaster resources.

The highest rank in Scouts BSA is the Eagle; the highest rank in Sea Scouts is the Quartermaster. Just as the Eagle requires an Eagle Project, the Sea Scout equivalent requires a Quartermaster Project. Both have to be approved and signed off by your District Eagle Advancement Chairman.

There is a Scoutmaster conference for the Eagle rank and there is a Skipper conference for the Quartermaster. And just as there is an Eagle Board of Review, there is a Quartermaster Bridge of Review for the Sea Scout.

The levels of advancement for Sea Scouts are Apprentice, Ordinary, Able and Quartermaster.

Just as used in Scouts BSA, Sea Scouts also use advancement to teach leadership, citizenship, morals and values. The Sea Scouts have the same Scout Oath and Motto. Scouts BSA meet in a troop; Sea Scouts meet in a ship. Knots learned in Scouts BSA can be directly applied on sailboats. Many other things crossover as well, such as sailing, first aid, shooting sports, swimming, etc.

Sea Scouts can be on the ocean or inland, as many units camp overnight on their boats as well as in tents on land. Sea Scout ships [what we would call troops in Scouts BSA] not only sail on the seas, but also canoe, kayak and paddle board on lakes and rivers. It’s the same fun as Scouts BSA, with water added.

You can be a member of a ship and of a troop at the same time, as long as you meet the age requirements. Sea Scouts also can work on and earn their Eagle rank in a ship, because, after all, we’re all in the same boat.

As is said on the www.seascout.org page: Advancement is an important part of the Sea Scout experience. These experiences help Sea Scouts to set realistic goals to achieve rank, accomplish projects, and gain knowledge and understanding of the world around them. There are many opportunities for advancement in Sea Scouts. Included are the trails to Eagle and Quartermaster. Each of these trails is a highlight experience, but each requires the Sea Scout to set their own goals and follow through to achievement. The requirements for advancement were designed by Sea Scout youth to establish standards of performance for all Sea Scouts.

2. Sea Scouts Become Big Shots:

Many a Scouts BSA Scout has obtained a merit badge for shooting sports, but did you know that Sea Scouts have a similar opportunity? Take a look at page 249 of the *Sea Scout manual* and you will find Sea Scout Marksmanship Program.

Sea Scouts can use a .22-caliber rifle, shooting from the benchrest position at 50 feet; can shoot clay pigeons with a shotgun; or can shoot pistols at nine-inch paper plated from 15 feet. Participants can earn four awards within each category: basic, intermediate, advanced and expert. Those who qualify can wear shooting medals on their Sea Scout uniforms.

The Sam Houston Area Council awarded a host of those medals when its fleet of 13 Sea Scout ships hosted its inaugural Marksman Program in late February at Bovay Scout Ranch near College Station, Texas. Four ships participated, with the idea that the fleet would host shooting events twice a year.

Top marksman was Elena M., of Ship 846, who hit 24-of-25 clays in shotgun. Elena, 14, had made only 1-of-25 shots two years ago when she was in a Scouts BSA girl troop. She is now a member in both Sea Scouts as well as Scouts BSA. Elena said the February event was just the second time she had used a shotgun and said she can think

of only one reason for the marked improvement. “I play video games. I think that’s about all the practice I get,” she said.

Maddie C., 17, of Ship 208, had never used a shotgun before, and missed qualifying for a basic medal in four tries. She had to hit 10-of-25 clays to obtain the basic ranking and got close twice. She had not had the shotgun against her shoulder on her first shot and had bruised her upper arm. She said it only hurt each time she did not qualify. But on her fifth, and last, try of the day, she shot 14 pigeons to earn the medal. “I guess I had let my intensity get in the way,” Maddie said.

A highlight for Rusten N., 15, of Ship 502 was when he and another participant shot the same clay at the same time when they both said “PULL” at the same time. Meanwhile, Emma M, 14, of Ship 1996, said she felt embarrassed by what she thought was being rude when she yelled “PULL.” As a good Scout, she wanted to be more “courteous.” “I wanted to shout, ‘Pull, Please.’ “

D. FOR ADULT LEADERS:

District Award of Merit:

The management of awards and recognitions for youth and adult members is an important function of all districts. Awards and recognitions are not part of the advancement plan, although members of the district’s advancement committee may be called upon, along with others, to assist from time to time.

One of the more frequently presented recognitions in this category is the District Award of Merit, or D-A-M. This is a council recognition presented by districts in the same manner that, for instance, the Silver Beaver Award is a national recognition presented by councils. Each of a council’s districts is permitted, per prescribed allocation formula, to annually present this recognition to one or more registered adult volunteers.

Basic guidelines for the D-A-M are found in the [Guide to Awards And Insignia \(SKU 648215\)](#), Guidelines for District and Council Committees. Information is also available at <http://www.scouting.org/awards/awards-central/district-merit/> although the language there may be misleading in that it describes “earning” and “getting” this award. This is distinctly not the case. There are neither “requirements” nor a “score card” for this award.

In fact, the District Award of Merit is by nomination only. All nominations are evaluated on the basis of each nominee’s noteworthy service, beyond normal expectations, at the district level. A confidential nomination form is available (see filestore.scouting.org/filestore/pdf/33720.pdf). To avoid possible disappointment on the part of a nominee, all nominations are confidential. Also, this is not a posthumous award, nor is it appropriate for a formerly registered adult volunteer.

In each district the district chair will annually appoint an ad hoc selection committee of no more than five (5) to evaluate all nominees for that year. Past recipients often make excellent selection committee members. Members of the district advancement committee may be specially tapped for this as well. The district chair is an ex officio member as well.

Because nominations from the field are required for this award, the selection committee may be charged with responsibility for promoting nominations, providing forms and deadline dates, and—with the district’s committee that manages special events—selecting the presentation event, location, and date.

The selection committee may meet confidentially as often as needed, based on the number of nominations. Since the nomination forms request training courses completed, positions held, etc., it is reasonable that the committee confirm such information with the council registrar, training chair, and any others as needed. Once the committee has made its final selections, it will present these recommendations to the council committee through the Scout executive, who will subsequently inform the district chair of the nominations approved by the

council committee. Throughout this process, none of the nominees will be informed that they have been nominated or recommended or approved.

All District Award of Merit presentations will follow the procedure advised on the second page of the nomination form, including district- and council-wide publication and promotion.

To assist in the evaluation and selection of this and other awards, the District has requested that the District Advancement Chair (Rick Shaw) maintain a file of Scouters resumes. If you haven't submitted yours yet, or if you need to up-date one already submitted, please send them to Rick at ricncork@erols.com

Yours in Scouting;

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