



Liên Đoàn Ra Khơi
San Jose, California

Venture Crew 222 Advancement Program



VENTURING · BSA



Bronze Awards
Gold Award
Silver Award
Ranger Award

Name: _____

Date Started: _____

Chương Trình Đẳng Thứ (Advancement Program)



Chương trình này đặc biệt dành cho Thanh Sinh Việt Nam (nam & nữ từ 15 đến 21 tuổi) tại Hoa Kỳ, sinh hoạt theo chương trình ngành Thanh của Hoa Kỳ và truyền thống Hướng Đạo. Chương trình được soạn theo căn bản phối hợp của sự chuyên tiếp sinh hoạt giữa ngành Thiếu và Tráng (có phần chuyên môn của ngành Thiếu và phần lãnh đạo, điều hành của ngành Tráng).

Tài liệu để tham khảo:

- The Venturer Handbook (BSA)
- The Boy Scout Handbook (BSA)
- Boy Scout Field Book (BSA)
- Hướng Đạo Cho Trẻ Em (Baden-Powell)
- Khái Lược Phong Trào Và Sinh Hoạt Hướng Đạo (Hoǎng Nhiệt Tâm)
- Phương Pháp Hàng Đội (Roland Phillips)
- The Summary of Leadership Skills (BSA)

Ghi chú: Các Trưởng sẽ giúp đỡ, hướng dẫn các Thanh Sinh hoàn tất chương trình này trước khi 21 tuổi. Chương trình này sẽ được cập nhật khi cần thiết, xin liên lạc LD Ra Khoi để có bản mới.

This program is especially for Vietnamese Venturers in The U.S.A. who are following the BSA Venturing program and traditional scouting. This program is written with the combination of the basic activities of Boy Scouts and Rover Scouts (Scoutcraft and Leadership Skills).

References:

- The Venturer Handbook (BSA)
- The Boy Scout Handbook (BSA)
- Boy Scout Field Book (BSA)
- Scouting For Boys (Baden-Powell)
- Khái Lược Phong Trào Và Sinh Hoạt Hướng Đạo (Hoǎng Nhiệt Tâm)
- Patrol Method (Roland Phillips)
- The Summary Of Leadership Skills (BSA)

Notes: Crew Leaders will help and conduct your Venturers to carry out this program before the age of 21. This program is revised when needed. For a new version, please contact Ra Khoi Group.



Hoǎng Nhiệt Tâm & Gấu Trung Tín biên soạn
(Written by Hoǎng Nhiệt Tâm & Gấu Trung Tín)

Thanh Sinh (Venturer) - Basic Requirements

This section is required for New Venturer

(If you are transferred from a Boy or Girl Scout Unit and already took Scout Oath, you may skip this and go to next steps)

Ở với Đoàn ít nhất 3 tháng đồng thời hoàn tất các phần sau trước khi làm các phần khác:

(With the Venturing Crew for at least 3 months and having completed the followings before going further):

Ngày (Date) / Trưởng (Leader)

- _____/_____ * Đồng phục HĐ đúng cách.
(*Complete uniform.*)
- _____/_____ * Hiểu và thuộc Lời Hứa, Luật Hướng Đạo tiếng Việt và Anh.
(*Know & understand the Scout Oath and Law in Vietnamese & English.*)
- _____/_____ * Biết năm thành lập HĐ Thế Giới, Việt Nam và Hoa Kỳ.
(*Know the anniversaries/years/ of World Scout Movement, BSA & Vietnam.*)
- _____/_____ * Biết tên, ngày, nơi sinh, nơi đặt mộ của vị sáng lập ra phong trào HĐ.
(*Name, birthday, birthplace, grave of the founder of World Scout Movement.*)
- _____/_____ * Hiểu ý nghĩa cách chào HĐ, hoa bách hợp, châm ngôn ngành, châm ngôn HĐ.
(*Know the meaning of Scout Salute, Badge, Motto and Venturer Motto.*)
- _____/_____ * Biết cờ Việt Nam, cờ Đoàn, và cờ Hoa Kỳ. Biết cách xếp cờ.
(*Know Vietnamese, American, Crew flags. Know how to fold them.*)
- _____/_____ * Biết tên Tuân, tiếng hô của Tuân, và cờ Tuân.
(*Know your Patrol name, yell and flag.*)
- _____/_____ * Biết các hiệu lệnh (còi), thủ hiệu (băng tay), và các đội hình tập hợp.
(*Know all Crew or Troop assembly signals.*)
- _____/_____ * Biết và làm được ít nhất là 10 nút dây.
(*Know how to tie at least 10 knots.*)
- _____/_____ * Tham gia tổ chức lễ chào cờ Đoàn ít nhất là 1 lần.
(*Join with your patrol to proceed a flag ceremony.*)
- _____/_____ * Biết chuẩn bị dụng cụ cá nhân cho kỳ trại 2 ngày.
(*Know how to prepare personal gear for a two day camp-out.*)
- _____/_____ * Tham gia vào 1 kỳ trại qua đêm.
(*Participate in an overnight camping.*)
- _____/_____ * Nhận ra được một loại lá cây có chất độc.
(*Know a kind of poison leaf.*)
- _____/_____ * Học cách xử dụng an toàn dao, cưa, và búa.
(*Know how to use safely knives, saws, hammers and axes.*)
- _____/_____ * Biết cách xử dụng la bàn. Học căn bản về nhìn sao định hướng.
(*Know how to use compass. Basic star study.*)
- _____/_____ * Học và hiểu được Phương Pháp Hàng Đội.
(*Learn and understand Patrol Method.*)
- _____/_____ * Biết giúp phân công và tổ chức các bữa cơm trong một kỳ trại.
(*Know how to prepare for meals at camp by using Patrol Method.*)
- _____/_____ * Sử dụng lửa an toàn.
(*Using Fire Safely.*)
- _____/_____ * Sử dụng được đèn, lò propane. Biết làm 2 loại bếp thiên nhiên.
(*Know how to use safely propane lanterns, stoves. Build 2 types of stove*)
- _____/_____ * Thuộc và hiểu ít nhất 10 dấu đi đường.
(*Know at least 10 trail signs.*)
- _____/_____ * Biết cách cấp cứu và băng bó cho ít nhất 5 loại thương tích.
(*First aid, bandages for at least in 5 different cases.*)
- _____/_____ * Hát được bài Quốc Ca Việt Nam và bài Hội Ca Hướng Đạo Việt Nam.
(*Know how to sing Vietnamese National Anthem and VN Official Scout Song.*)
- _____/_____ * Có thể xin tuyên hứa. (nếu đã, để ngày tuyên hứa).
(*Can ask for taking Scout Oath. Record the date you took an Oath.*)

Ngày Tuyên Hứa (*Date took Scout Oath*): _____/_____/_____

Ngày Nhận Hạng Thanh Sinh (*Date Completed Venturer Basic Requirements*): _____/_____/_____



Arts and Hobbies Bronze Award

Complete any 9 of the following 12 requirements

Date

Advisors Initials

1. Visit a drafting company that uses state-of-the-art CAD systems and see how the new technology is used.
2. a. Choose a product that you are familiar with. Create an advertising plan for this product, then design an advertising plan layout.
 - b. Using your resources, create a clean, attractive tabletop display highlighting your advertising plan for your chosen product.
 - c. Show your display at your crew meeting or other public place.
3. a. Learn about backstage support for artistic productions.
 - b. Attend a theater production. Then critique the work of the artist in set design, decoration, and costume design.
4. a. Choose a new hobby such as CD, sports card, or stamp collecting; in-line skating; or marksmanship.
 - b. Keep a log for at least 90 days of each time you participate in your hobby.
 - c. Take pictures and/or keep other memorabilia related to your hobby.
 - d. After participating in your hobby for at least 90 days, make a presentation or tabletop display on what you have learned for your crew, another crew, a Cub Scout or Boy Scout group, or another youth group.
5. a. Tour a golf course. Talk to the golf pro, caddy, groundskeeper, manager, or other golf course employee about what it takes to operate a golf course. Play at least nine holes of golf.

OR

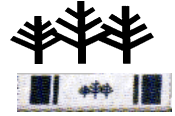
- b. Tour a golf driving range. Talk to the manager or other driving range employee about what it takes to manage a driving range. Hit a bucket of balls.
6. a. Develop a plan to assess the physical skill level of each member of a group such as your crew, a Cub Scout or Boy Scout group, a retirement home, or a church group.
 - b. Once you have determined your starting point or base, develop a plan with each member of your group to develop a physical training improvement program.
 - c. Test your group members on a regular basis over a 90-day period to see if there is improvement.
 - d. Share your results with the group and/or your crew.
7. a. Lead or participate in a crew discussion on the merits of a young person choosing a sports hobby such as golf, jogging, or cycling for a lifetime. Discuss health benefits, opportunity to associate with friends, costs, etc.
 - b. Ask an adult who is not active in your crew and who has an active sports hobby to join your discussion to get his or her point of view.
8. Visit a hobby store. Talk with the manager about what the most popular hobby is relative to what is purchased and the type and age of people who participate in different hobbies. If they have free literature about beginning hobbies, share it with your crew members.
9. Teach disadvantage or disabled people a sport and organize suitable competitions, or help them develop an appreciation for an art or hobby new to them.
10. Organize a hobby meet (a place where people gather to display and share information about their hobbies) for your crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group.
11. Organize a photography contest in your crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group. Secure prizes and judges. Plan an awards program.
12. Using your artistic ability, volunteer to do the artwork for an activity for your crew, another crew, a Cub Scout or Boy Scout group, a district, or council. Example: do the posters and promotional materials for a district Cub Scout day camp.

[Activities or projects that are more available in your area may be substituted with your Advisor's approval for activities shown above.]

Completed on the following date:

Advisor's Signature:

Congratulation on earning your Arts and Hobbies Bronze Award!



Outdoor Bronze Award

Complete at least four 4 core requirements and at least 2 electives

Date

Advisors Initials

Core Requirements

1. First Aid

Complete a standard first aid course plus the American Red Cross When Help Is Delayed module or equivalent course.

2. Communications

Do (a), (b), or (c).

a. Take a communications-related training class that includes at least 15 hours of training. This could be a nonrequired course at school such as creative writing, technical writing, American Sign Language, or film production. It could also be a commercial course such as speedreading or effective presentations.

b. Actively participate in a communications-related club or organization for at least three months. Participate in at least three activities of the organization where you practice or improve your communications skills. Examples include Toastmasters, debate clubs, or drama clubs.

c. Read at least two books approved by your Advisor on a communications subject of interest to you. Write a report on the important communications principles you learned and how you think you can apply these principles to improve your communications.

Do (d), (e), or (f) in connection with an outdoor skill or area you are interested in. Have your Advisor approve your plan before you begin.

d. Make a formal, oral presentation of at least 30 minutes to your crew, another crew, a Cub or Boy Scout group, or another youth group. Include demonstrations, visual aids, or other techniques that will help you communicate more effectively.

e. Prepare and present an audio/video presentation at least 15 minutes long to your crew or other group approved by your Advisor.

f. Prepare a written pamphlet, set of instructions, or description and summary. It should be at least 1,000 words and provide a complete description of your chosen subject. Include pictures, charts, and/or diagrams to better communicate your topic. Have two people, one with expertise in the area you are presenting and one without expertise, read and critique your work. Make improvements to your draft based on their input. If your work is applicable to your crew, such as a work on caving skills, then share your work with your crew.

Do (g).

g. Make a tabletop display or presentation for your crew, another crew, a Cub or Boy Scout group, or another youth group on communications equipment used in the outdoors with emphasis on how this equipment would help in a wilderness survival situation.

3. Cooking

a. Plan a menu and purchase the food for at least six people for a two night campout with at least three meals.

b. On the campout in (a) above, cook the three meals using at least two of the following three methods of cooking: fire/coals, charcoal, stove.

c. Demonstrate and explain proper safe food handling methods for outdoor cooking.

d. Demonstrate that you can prepare backpacking-type trail food using a backpacking style stove.

e. Without using any cooking utensils, prepare a meal with the four basic food groups for three people.

f. Cook an entree, a bread, and a dessert in a Dutch oven.

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4. Emergency Preparedness

(Use Exploring Emergency Management Program Helps, No. 99-243, for resources.)

a. Discuss potential disasters and emergency preparedness with your family and then set up a family emergency plan.

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b. Build a family emergency kit.

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c. Make a tabletop display or presentation on what you have learned for your crew, another crew, a Cub or Boy Scout group, or another youth group.

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5. Land Navigation

a. Using a topographical map for your area or the area you will be navigating in, demonstrate that you know the following map symbols:

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- Index contour ____
- Checked spot elevation ____
- Vertical control station ____
- Hard-surface, medium-duty road ____
- Hard-surface, heavy-duty road ____
- Marsh ____
- Depression ____
- Bridge ____
- Railroad, single track ____
- Map scale ____
- Ridge ____
- Cemetery ____
- Power transmission line ____
- Intermittent stream ____
- Trail ____
- Campsite ____
- Building ____
- Water well or spring ____
- Stream ____
- Unimproved dirt road ____

b. Explain contour lines. Be able to tell the contour interval for your map and be able to show the difference between a steep and a gentle slope.

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c. Using a map and compass, navigate an orienteering course that has at least six legs covering at least 2.5 miles.

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d. Learn to use a global positioning system (GPS) receiver. Demonstrate that you can find a fixed coordinate at night using a GPS receiver.

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e. Teach the navigating skills you have learned in (a) through (d) above to your crew, another crew, a Cub or Boy Scout group, or another group.

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6. Leave No Trace

a. Recite and explain the principles of Leave No Trace.

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b. Participate in three separate camping/backpacking trips demonstrating that you know and use Leave No Trace principles.

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c. Make a tabletop display or presentation on the Leave No Trace principles and how they affect the environment and attitude of campers for your crew, another crew, a Cub or Boy Scout group, or another group.

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7. Conservation

a. As a Venturer, plan, lead, and carry out a significant conservation project under the guidance of a natural resources professional.

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b. Make a tabletop display or presentation on your conservation project for your crew, another crew, a Cub or Boy Scout group, or another youth group.

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8. Wilderness Survival

(Before you begin wilderness survival, you must have completed the cooking, land navigation, and first aid core requirements.)

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a. Write a risk management plan for an upcoming crew high adventure activity such as a whitewater canoeing or rockclimbing trip. The plan should include nutrition, health, first aid, supervision, insurance, safety rules and regulations, proper equipment, maps and compass, in-service training, environmental considerations, emergency and evacuation procedures, and emergency contacts.

b. From memory, list the survival priorities and explain your use of each in a survival situation.

c. Learn about and then make a tabletop display or presentation for your crew, another crew, a Cub or Boy Scout group, or another youth group on the following subjects:

1. Emergency signals used in the outdoors
2. Search and rescue patterns
3. Evacuation procedures and value of when to move and when not to move in a wilderness emergency

d. Explain the following environmental exposure problems. Discuss what causes them, signs and symptoms, and treatment.

1. Hypothermia
2. Frostbite
3. Sunburn
4. Heat exhaustion
5. Heat cramps
6. Heat stroke

e. (1) Explain at least four methods of obtaining water in the outdoors and demonstrate at least two ways to purify that water.

(2) Explain Dehydration and the necessity of conserving fluids in a survival situation

f. (1) Demonstrate at least two different fire lays-one for cooking and one for warmth.

(2). Learn and discuss the use of fire starters, tinder, kindling, softwoods, and hardwoods in fire making.

g. Explain and demonstrate how you can gain knowledge of weather patterns using VHF band radio and other radios, winds, barometric pressure, air masses and their movements, clouds, and other indicators.

h.(1) Explain the different rope materials and thicknesses that are best for wilderness use and how to care for them.

(2) Know the use of and demonstrate how to tie the following knots and lashings:

- | | |
|-----------------------|--------------------|
| a. Sheet bend | f. Clove hitch |
| b. Fisherman's knot | g. Timber hitch |
| c. Bowline | h. Taut-line hitch |
| d. Bowline on a bight | i. Square lashing |
| e. Two half hitches | j. Shear lashing |

i. (1) Explain the usefulness and drawbacks of obtaining food in the wilderness, including things to avoid.

(2) Prepare and eat at least one meal with food you have found in the outdoors.

j. (1) Make a list of items you would include in a wilderness survival kit and then make copies to hand out to visitors to your wilderness survival outpost camp.

(2) Using your list, make a wilderness survival kit. Explain the use of each item you have included.

k. (1) Set up a wilderness survival outpost camp and spend at least two nights and two days in your site.

(2) Use and demonstrate several knots and lashings from requirement (h) in your wilderness survival campsite demonstration.

(3) Know how to plan a wilderness shelter for three different environments and then build a shelter as part of your wilderness survival campsite demonstration.

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(4) Have your crew, another crew, a Cub or Boy Scout group, or another youth group visit you in your outpost for a presentation you make on wilderness survival (at least one hour).

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Elective Requirements

Complete at least 2 elective requirements.

Elective requirements can be found in the *Ranger Guidebook* or refer to www.usscouts.org and check under Advancement for detailed elective requirements:

- 1. Backpacking
- 2. Cave Exploring
- 3. Cycling/Mountain Biking
- 4. Ecology
- 5. Equestrian
- 6. First Aid
- 7. Fishing
- 8. Hunting
- 9. Lifesaver
- 10. Mountaineering
- 11. Outdoor Living History
- 12. Physical Fitness
- 13. Plants and Wildlife
- 14. Project COPE
- 15. Scuba Certification
- 16. Shooting Sports
- 17. Watercraft
- 18. Winter Sports

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Completed on the following date:

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Advisor's Signature:

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Congratulation on earning your Outdoor Bronze Award!



Sea Scout Bronze Award

Complete any 9 of the following 12 requirements *

Date

Advisors Initials

Ideals

- 1. Give explanation
- 2. History of flag

Active Membership

- 1. Seventy-five percent attendance
- 2. Complete quarterdeck training
- 3. Recruit new member

Special Skills

- 1. Boats
- 2. Marlinspike seamanship
- 3. Ground tackle
- 4. Piloting
- 5. Communications
- 6. Time
- 7. Swimming
- 8. Cruising
- 9. Safety
- 10. Galley
- 11. Sailing
- 12. Work

Electives. Do any three:

- 1. Drill
- 2. Signaling
- 3. Compass
- 4. Yacht racing
- 5. Sailing
- 6. Ornamental ropework
- 7. Engines

*Details on these requirements can be found in the *Sea Scout Manual*.

Completed on the following date:

Advisor's Signature:

Congratulation on earning your Sea Scout Bronze Award!



Sports Bronze Award

Complete any 9 of the following 12 requirements

Date

Advisors Initials

1. Demonstrate by means of a presentation at a crew meeting, Cub Scout or Boy Scout meeting, or other group meeting that you know first aid for injuries or illness that could occur while playing sports, including hypothermia; heatstroke; heat exhaustion; frostbite; dehydration; sunburn; blisters; hyperventilation; bruise; strains; sprains; muscle cramps; broken, chipped, loosened, or knocked out teeth; bone fracture; nausea; and suspected injuries to the back, neck, or head.

2. Write an essay of at least 500 words that explains sportsmanship and tells why it is important. Give several examples of good sportsmanship in sports. Relate at least one of these to everyday leadership off the sports field.

or

Make a presentation to you crew or a Cub Scout or Boy Scout group of at least 30 minutes with the same requirements as for the essay.

3. Take part as a member of an organized team in one of the following sports; baseball; basketball; bowling; cross-country, diving, fencing; field hockey; football; golf; gymnastics; lacrosse; rugby; skating (ice or roller); soccer; softball; swimming; team handball; tennis; track and field; volleyball; water polo; or wrestling(or any other recognized sport approved in advance by your advisor except boxing or karate).

4. Organize and manage a sports competition such as a softball game, between your crew and another crew, between two Cub Scout dens or packs, between two Boy Scout patrols or troops, or between any other youth groups. You must recruit at least two other people to help you manage the competition

5. Make a set of training rules for a sport you pick. Design an exercise plan including selected exercises for this sport. Determine for this sport the appropriate target heart rates and desired training effects. Follow your training plan for at least 90 days, keeping a record showing your improvement.

6. Make a table top display or give a presentation for your crew, another crew, a Cub Scout or a Boy Scout group, or another youth group that explains the attributes of a good team leader and a good tem player. Select athletes that exemplify these attributes.

7. Make a display or a presentation on a selected sport for your crew or another group covering (a) etiquette for your sport, (b) equipment needed, (c) protective equipment needed and why it is needed, (d) history of the sport, and (e) basic rules.

8. Research and then, at a crew meeting, or other youth group meeting, manage a discussion on drug problems as they relate to athletes. What drugs are banned? What impact do these banned drugs have on the human body and mind? Where can information about drugs be found? How do some sports organizations fight sports drug abuse? Cover at least the following drugs: stimulants, pain killers, anabolic steroids, beta blockers, diuretics, alcohol, marijuana, and cocaine.

9. Research and then, at a crew meeting or other youth group meeting, manage a discussion on the recent training techniques being used by world-class athletes, Compare them to the training techniques of 25 and 50 years ago. (This must be different than the discussion in requirement 8.)

10. Study ways of testing athletes for body density. Fat content can be measured by skin fold calipers, body measurements, and hydrostatic weighing. Then recruit a consultant to assist you as you determine the body density and fat content for your fellow crew members at a crew meeting or a special activity.

11. Select a favorite Olympic athlete, a highly respected athlete in your city, or a favorite professional athlete and research his ort her life. Make an oral presentation or a table top display for your crew or another youth group.

12. Explain the importance of proper nutrition as it relates to training for athletes. Explain the common eating disorders anorexia and bulimia and why the are harmful to athletes. (Activities or projects that are more available in your area may be substituted with your Advisor's approval for activities shown above.)

Completed on the following date:

Advisor's Signature:

Congratulation on earning your Sports Bronze Award!

Youth Ministries Bronze Award

Complete any 9 of the following 11 requirements

Date

Advisors Initials

1. Earn your denomination's Venturing-age religious award.

2. a. Learn about cultural diversity.

b. Make a presentation or tabletop display using the information you learned in (a) above.

OR

c. Invite someone from a different cultural background from yours and the majority of your crew's members to give a presentation on a subject of his or her choosing. Introduce your guest.

d. Participate in a discussion about cultural diversity with your crew, Sunday school class, or other group.

3. a. Plan and lead a service project such as helping to build a Habitat for Humanity house, participating in a community cleanup project, or taking on a fix-up project for a nursing home or nursery.

4. a. Serve as a volunteer in your church or synagogue or other nonprofit organization for at least three months.

b. Keep a personal journal of your experiences each time you worked as a volunteer.

c. After you have served as a volunteer for at least three months, share your experiences and how you feel about your service with others.

5. Go on a religious retreat or religious trek lasting at least two days.

6. Produce or be a cast member in some type of entertainment production with a religious or ethical theme, such as a play, a puppet show, or concert for a group such as a play, a puppet show, or concert for a group such as a children's group, retirement home, homeless shelter, or Cub Scout or Boy Scout group.

7. Serve as president, leader, or officer of your Sunday school class or youth group.

8. Complete a Standard First Aid course or higher course or its equivalent.

9. a. Participate in at least two Ethical Controversies activities as a participant.

b. Be a facilitator for at least two Ethical Controversies activities for your crew, another crew, your school class, a Boy Scout troop, or another group.

c. Lead or be a staff member putting on an Ethics Forum for your crew, your church or synagogue, or your school class.

10. Serve as a Sunday school teacher or assistant for a children's Sunday school class for at least three months, or as a volunteer for a church/synagogue children's activity such as vacation Bible school. (This must be different than requirement 4 above.)

11. Meet with your church or synagogue minister/rabbi/leader to find out what he or she does, what they had to do to become your leader, and what they think is the most important element of their job.

[Activities or projects that are more available in your area may be substituted with your Advisor's approval for activities shown above.]

Completed on the following date:

Advisor's Signature:

Congratulation on earning your Youth Ministries Bronze Award!



Gold Award



Procedure:

Candidates for the Venturing gold Award must submit a written petition to their crew advisor, in which they should outline their plans and ambitions for their projects to achieve the award. Advisors are encouraged to have a conference with each candidate to ensure that the Venturer has developed a well-conceived plan, and that he or she had specific goals in mind. After completing all work, a crew review committee including four to six Venturer and Venturing adults will review the candidate's written presentation and interview the candidate to determine if he or she has successfully fulfilled the requirements for the Gold Award.

Complete all of the following requirements

Date

Advisors Initials

- 1. The candidate must have at least 12 months **Tenure** as and active, registered Venturer before final qualification.
- 2. The candidate must have been an active member of the crew, and serve in one or a combination of **Leadership Roles** within the past 12 months (roles may be concurrent)as follows:

_____	_____
_____	_____

For Leadership within the crew, a candidate may be

- a) A crew officer
- b) A team leaders' council member or a committee member.
- c) An Activities chariman for one of the crew's two-day activities or a superactivity

For leadership roles outside the crew, a candidate might be:

- a) An elected youth officer of a religious or school organization
- b) Be elected or appointed a team leader

- 3. The candidate must have **participated** in a district, council, area, region, or national Venturing event.

4. Personal Growth

- a) Citizenship
- b) Leadership
- c) Service to others
- d) Community/Family
- e) Outdoor Experience
- f) Total Fitness

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

- 5. The candidate must plan, prepare for and lead to completion two or more crew activity project that relate to at least two of the following areas; citizenship, leadership,service to others,community/family, outdoor experience, and total fitness.

- a) Activity 1
- b) Activity 2

_____	_____
_____	_____
_____	_____

- 6. The candidate must be able to recite the Venturing Oath

- 7. The candidate msut submit 3 letters of recommendation to the crew advisor that confirm he or she lives in accordance with the principles of the Venturing Oath. The letters should come form adults outside the crew, such as school or religious leaders, employers, or community leaders.

- 8. After completing all the other requirements, the candidate should prepare evidence of completion of the work and submit it to the crew Advisor. The Crew president, in conjunction with the crew Advisor, should then appoint a review committee of four to six people including Ventures and adults. The committee sjhould review the candidates written presentation and interview the candidate to determine whether that person grew as a result of the pursuit of the Gold Award.

- 9. Finally the candidate must have qualified for the Gold Award before his or her 21st birthday.

Completed on the following date:

Advisor's Signature:

Congratulation on earning your Gold Award!



Silver Award

Procedure:

Like any high, worthwhile recognition, the Venturing Silver Award will be challenging and will take time to earn. It will take you at least 12 months, but there is no limitation on the maximum amount of time, other than you will need to complete all work before your 21st birthday.

Complete all of the following requirements

Date

Advisors Initials

1. Earn one Venturing Bronze Award
2. Earn the Venturing Gold Award, which includes knowing and living the Venturing Oath, service, personal development, and 12 months' tenure.
3. Be proficient in emergency preparedness, including earning Standard First Aid and CPR certification, and Knowing and using BSA Safe Swim Defense.
 - a) Become Certified in Standard First Aid or equivalent course.
 - b) Become CPR certified
 - c) Complete the BSA Safe Swim Defense training course.
 - d) Either lead or participate in a group swim using BSA Safe Swim Defense.
4. Demonstrate leadership, including successfully completing the Venturing Leadership Skills Course.
 - a) Successfully complete the Venturing Leadership Skills Course.
 - b) Successfully serve for at least six months in an elected or appointed crew, district, or council leadership position.
5. Participate in the Ethics in Action program, including Ethical Controversies activities and an Ethics forum.
 - a) Participate in at least two Ethical Controversies activities from chapter 9 of the *Venturing Leader Manual*. These activities are scenarios that will put you and those who do the activities with you in to challenging, problem-solving situations. In a constructive way, these activities will help you develop the following personal skills.
 1. Promoting productive conflict resolution
 2. Polite disagreement
 3. Listening to new ideas
 4. Understanding other people's perspectives.
 5. Working toward a solution that the group involved will support and implement
 - b) Either organize and lead, or help organize and lead, an Ethics Forum for you crew, another crew, school class, or other youth group.
6. Show a crew review committee you have met the requirements for the Venturing Silver Award.

	_____	_____
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Completed on the following date:

Advisor's Signature:

Congratulation on earning your Silver Award!



Ranger Award

Procedure:

Ranger candidates can earn requirements. They can work on their own or with other Venturers. A crew may also work together. Candidates can work with outside consultants such as a scuba diving instructor. Advisors and consultants must sign a Ranger candidate's record sheet found in the Ranger Guidebook.

Notes:

- Venturers, who have received the Outdoor Bronze Award, need only complete four of the core requirements and two electives to qualify for the Ranger Award, since they already have completed four Core requirements and two electives.

- Elective requirements can be found in the *Ranger Guidebook* or refer to www.usscouts.org and check under Advancement for detailed elective requirements.

Complete all 8 of the following core requirements and at least 4 of the 18 Electives

Date

Advisors Initials

Core Requirements

1. First Aid

Complete a standard first aid course plus the American Red Cross When Help Is Delayed module or equivalent course.

2. Communications

Do (a), (b), or (c).

a. Take a communications-related training class that includes at least 15 hours of training. This could be a nonrequired course at school such as creative writing, technical writing, American Sign Language, or film production. It could also be a commercial course such as speedreading or effective presentations.

b. Actively participate in a communications-related club or organization for at least three months. Participate in at least three activities of the organization where you practice or improve your communications skills. Examples include Toastmasters, debate clubs, or drama clubs.

c. Read at least two books approved by your Advisor on a communications subject of interest to you. Write a report on the important communications principles you learned and how you think you can apply these principles to improve your communications.

Do (d), (e), or (f) in connection with an outdoor skill or area you are interested in. Have your Advisor approve your plan before you begin.

d. Make a formal, oral presentation of at least 30 minutes to your crew, another crew, a Cub or Boy Scout group, or another youth group. Include demonstrations, visual aids, or other techniques that will help you communicate more effectively.

e. Prepare and present an audio/video presentation at least 15 minutes long to your crew or other group approved by your Advisor.

f. Prepare a written pamphlet, set of instructions, or description and summary. It should be at least 1,000 words and provide a complete description of your chosen subject. Include pictures, charts, and/or diagrams to better communicate your topic. Have two people, one with expertise in the area you are presenting and one without expertise, read and critique your work. Make improvements to your draft based on their input. If your work is applicable to your crew, such as a work on caving skills, then share your work with your crew.

Do (g).

g. Make a tabletop display or presentation for your crew, another crew, a Cub or Boy Scout group, or another youth group on communications equipment used in the outdoors with emphasis on how this equipment would help in a wilderness survival situation.

3. Cooking

a. Plan a menu and purchase the food for at least six people for a two night campout with at least three meals.

b. On the campout in (a) above, cook the three meals using at least two of the following three methods of cooking: fire/coals, charcoal, stove.

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c. Demonstrate and explain proper safe food handling methods for outdoor cooking.

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d. Demonstrate that you can prepare backpacking-type trail food using a backpacking style stove.

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e. Without using any cooking utensils, prepare a meal with the four basic food groups for three people.

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f. Cook an entree, a bread, and a dessert in a Dutch oven.

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4. Emergency Preparedness

(Use Exploring Emergency Management Program Helps, No. 99-243, for resources.)

a. Discuss potential disasters and emergency preparedness with your family and then set up a family emergency plan.

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b. Build a family emergency kit.

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c. Make a tabletop display or presentation on what you have learned for your crew, another crew, a Cub or Boy Scout group, or another youth group.

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5. Land Navigation

a. Using a topographical map for your area or the area you will be navigating in, demonstrate that you know the following map symbols:

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· Index contour ____ · Checked spot elevation ____

· Vertical control station ____ · Hard-surface, medium-duty road ____

· Hard-surface, heavy-duty road ____ · Marsh ____

· Depression ____ · Bridge ____

· Railroad, single track ____ · Map scale ____

· Ridge ____ · Cemetery ____

· Power transmission line ____ · Intermittent stream ____

· Trail ____ · Campsite ____

· Building ____ · Water well or spring ____

· Stream ____ · Unimproved dirt road ____

b. Explain contour lines. Be able to tell the contour interval for your map and be able to show the difference between a steep and a gentle slope.

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c. Using a map and compass, navigate an orienteering course that has at least six legs covering at least 2.5 miles.

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d. Learn to use a global positioning system (GPS) receiver. Demonstrate that you can find a fixed coordinate at night using a GPS receiver.

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e. Teach the navigating skills you have learned in (a) through (d) above to your crew, another crew, a Cub or Boy Scout group, or another group.

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6. Leave No Trace

a. Recite and explain the principles of Leave No Trace.

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b. Participate in three separate camping/backpacking trips demonstrating that you know and use Leave No Trace principles.

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c. Make a tabletop display or presentation on the Leave No Trace principles and how they affect the environment and attitude of campers for your crew, another crew, a Cub or Boy Scout group, or another group.

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7. Conservation

a. As a Venturer, plan, lead, and carry out a significant conservation project under the guidance of a natural resources professional.

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b. Make a tabletop display or presentation on your conservation project for your crew, another crew, a Cub or Boy Scout group, or another youth group.

8. Wilderness Survival

(Before you begin wilderness survival, you must have completed the cooking, land navigation, and first aid core requirements.)

a. Write a risk management plan for an upcoming crew high adventure activity such as a whitewater canoeing or rockclimbing trip. The plan should include nutrition, health, first aid, supervision, insurance, safety rules and regulations, proper equipment, maps and compass, in-service training, environmental considerations, emergency and evacuation procedures, and emergency contacts.

b. From memory, list the survival priorities and explain your use of each in a survival situation.

c. Learn about and then make a tabletop display or presentation for your crew, another crew, a Cub or Boy Scout group, or another youth group on the following subjects:

1. Emergency signals used in the outdoors

2. Search and rescue patterns

3. Evacuation procedures and value of when to move and when not to move in a wilderness emergency

d. Explain the following environmental exposure problems. Discuss what causes them, signs and symptoms, and treatment.

1. Hypothermia

2. Frostbite

3. Sunburn

4. Heat exhaustion

5. Heat cramps

6. Heat stroke

e. (1) Explain at least four methods of obtaining water in the outdoors and demonstrate at least two ways to purify that water.

(2) Explain Dehydration and the necessity of conserving fluids in a survival situation

f. (1) Demonstrate at least two different fire lays-one for cooking and one for warmth.

(2). Learn and discuss the use of fire starters, tinder, kindling, softwoods, and hardwoods in fire making.

g. Explain and demonstrate how you can gain knowledge of weather patterns using VHF band radio and other radios, winds, barometric pressure, air masses and their movements, clouds, and other indicators.

h.(1) Explain the different rope materials and thicknesses that are best for wilderness use and how to care for them.

(2) Know the use of and demonstrate how to tie the following knots and lashings:

a. Sheet bend

f. Clove hitch

b. Fisherman's knot

g. Timber hitch

c. Bowline

h. Taut-line hitch

d. Bowline on a bight

i. Square lashing

e. Two half hitches

j. Shear lashing

i. (1) Explain the usefulness and drawbacks of obtaining food in the wilderness, including things to avoid.

(2) Prepare and eat at least one meal with food you have found in the outdoors.

j. (1) Make a list of items you would include in a wilderness survival kit and then make copies to hand out to visitors to your wilderness survival outpost camp.

(2) Using your list, make a wilderness survival kit. Explain the use of each item you have included.

k. (1) Set up a wilderness survival outpost camp and spend at least two nights and two days in your site.

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(2) Use and demonstrate several knots and lashings from requirement (h) in your wilderness survival campsite demonstration.

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(3) Know how to plan a wilderness shelter for three different environments and then build a shelter as part of your wilderness survival campsite demonstration.

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(4) Have your crew, another crew, a Cub or Boy Scout group, or another youth group visit you in your outpost for a presentation you make on wilderness survival (at least one hour).

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Elective Requirements

Complete at least 4 elective requirements.

Elective requirements can be found in the *Ranger Guidebook* or refer to www.ussscouts.org and check under Advancement for detailed elective requirements

1. Backpacking

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2. Cave Exploring

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3. Cycling/Mountain Biking

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4. Ecology

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5. Equestrian

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6. First Aid

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7. Fishing

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8. Hunting

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9. Lifesaver

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10. Mountaineering

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11. Outdoor Living History

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12. Physical Fitness

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13. Plants and Wildlife

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14. Project COPE

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15. Scuba Certification

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16. Shooting Sports

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17. Watercraft

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18. Winter Sports

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Completed on the following date:

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Advisor's Signature:

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Congratulation on earning your Ranger Award!