Venturing Program FAQs

January 27th, 2015 Update

If you have specific questions that are not addressed here, please send an email message to NationalVenturing.VicePresident@scouting.org. Answers to questions will be used to generate the next set of FAQs.

Contents:

Questions New This Month……2
General Program……5
Age Requirement Changes……7
Awards……8
Recognition……13
Resources/Materials……14
Trainings……15

VENTURING · BSA®

NEW! Brand New Questions This Month!

Q: Are there plans to reprint the handbooks due to misprints?

A: At this time, there are not plans for a reprint. The next print will reflect the changes. However, all online publications have been corrected.

Q: How do we note the Project Management Training change on the Summit Award application?

A: A new version of the Summit Award Application will be available on February 9, 2015.

Q: Is it true that Project Management Training is not required for the Pathfinder Award until June 1st, 2015?

A: Yes. Venturers working towards the Venturing Pathfinder Award will not have to complete the Project Management Training as stated in requirement 2. Beginning June 1, 2015, the Project Management Training will be reinstated as a requirement for the Venturing Pathfinder Award.

Q: When will the new Council Standards of Venturing Excellence form be available?

A: The new CSVE form should be out by the end of January.

Q: What is the quota for adult Venturing Leadership Awards in 2015 (for work completed in 2014)?

A: Each council may award 2 Venturing Leadership Awards for the first 50 crews in the council. The council may award an additional Venturing Leadership Award for each additional 25 (or fraction thereof) crew in the council. For example, a council with:

1 crew —> 2 VLAs
50 crews —> 2 VLAs
51 crews —> 3 VLAs
79 crews —> 4 VLAs

The number of adult Venturing Leadership Awards should not exceed the number of youth Venturing Leadership Awards presented. The number of Venturing Leadership Awards able to be presented is a total number (i.e. For 50 crews in a council, 2 VLAs may be presented total—not 2 for youth and 2 for adults).

Q: After March 1st, what will the new rules be regarding fraternization? For example, right now a 19 year old and a 22 year old in Venturing should not be in a relationship. After March 1st, can a 19 year old and a 22 year old date? What about an 18 year old and a 17 year old?

A: The policy will not change.

The roles of volunteer adult leaders in the Venturing program require that clear boundaries be established between adult leaders and youth members. For this reason, fraternization—the formation of peer-based, social relationships between adult and youth members—is not

permitted. This prohibition extends to Venturing crew members who register as adults after their twenty-first birthday.

Q: **From what I understand, the Venturing participants 18-20 years need to use the adult form to register and have completed Youth Protection training. How are they supposed to annotate the form to ensure they are registered with the crew as a participant? There is no Unit Position Code to reflect Venturing Participant. We have started to talk about rechartering and need to know what is expected with this group. Any assistance will be greatly appreciated.**

Status	Age	Action	Enforcement
Currently registered Venturer or Sea Scout on March 1,	18 years old or older (Born before March 1, 1997 and, therefore, turns 18 **PRIOR TO** March 1, 2015)	No action necessary so long as the Venturer/Sea Scout is continually registered in the same unit.	The member must meet all adult membership standards but does not require a background check now Youth Protection Training.
Currently registered Venturer or Sea Scout on March 1, 2015.	Younger than 18 years old (Born on or after March 1, 1997 and, therefore, turns 18 **ON OR AFTER** March 1, 2015.	No action necessary until the youth turns 18 at which point he/she registers as an adult and meets all requirements of an adult; enters the adult participant phase (still coded as a Venturer/Sea Scout.	Youth Protection Training and background check will be enforced when the adult application is turned in at the next time of charter renewal. If the member turns 18 within 30 days of the charter renewal, enforcement will take place at the next charter renewal.
New Venturer or Sea Scout on or after March 1, 2015.	18 years old or older and less than 21 years old (Born **before** March 1, 1997)	Registers as an adult and meets all requirements of an adult, but is an adult participant (still coded as a Venturer/Sea Scout)	Youth Protection Training and criminal background check are enforced at the time of application. Member must meet all adult membership standards.
New Venturer or Sea Scout on or after March 1,	Younger than 18 years old (Born **on or after** March 1, 1997).	Registers as a youth Venturer/Sea Scout (as usual—no change)	No enforcement required.
Venturer or Sea Scout (current or new) who applies for an adult leadership position, such as	18 years old or older (Born before March 1, 1997 and, therefore, turns 18 **PRIOR TO)** March 1, 2015.	Registers as an adult and meets the same requirements as adult leaders as part of the leader application process.	Youth Protection Training and criminal background check are enforced at the time of application. Member must meet all adult membership standards.

A: The registration and rechartering process is evolving. Here are some guidelines for the next few months.
For current Venturers: recharter as always, since they remain participants
For new Venturers (any age): register as always, using a youth/participant application form, since they are program participants.
In either case: no position code is needed since they are not leaders in the unit - they are participants.

Looking ahead: Starting March 1st, 2015, use the following matrix to guide you in rechartering Venturers and Advisors.

Q: How can we apply previous Venturing experiences to the new Summit award recognition system?

A: The new Venturing award requirements were designed to reflect what Venturers of successful crews do. If you are a member of an active, adventurous crew, you might notice that you have already completed many of the requirements for the Discovery, Pathfinder, and Summit Awards.

If a registered Venturer met the requirement, as written, he or she may apply it toward the Summit Award system. Here are the requirements that are open to past credit if these requirements were completed as a Venturer prior to June 1, 2014:

Discovery: A Venturer may receive credit for requirements 1 - 3, 5 - 6.

Pathfinder: A Venturer may receive credit for requirements 1, 3-6, and 8. The "Since earning the Discovery Award" portion of requirements 3 and 4a will be waived for Venturers who completed these requirements prior to June 1, 2014.

Summit: A Venturer may receive credit for requirements 1 and 4. The "Since earning the Pathfinder Award" portion of requirement 4a will be waived for Venturers who completed these requirements prior to June 1, 2014.
All other requirements must be complete after June 1, 2014.

Q: Will adult/youth age requirements change within Boy Scout Troops? For example, a 19 year old is an adult leader in a troop and counts for 2 deep leadership. Will this change after March 1st?

A: Two deep leadership in a Boy Scout Troop will not change. An 18 year old Venturer who fills out an adult applications for the Crew will not be permitted to serve as a leader for two deep leadership.

Q: With the new age requirements, will adult participants be counted as youth or adults at high adventure bases?

A: Since adult participants are still participants in the Venturing program, they will still be counted as youth at high adventure bases.

Q: **For co-ed leadership: If you have only boys under 18 and female 18-21 year olds, will two 21+ males be sufficient adult leadership since the females are adult participants? Since the adult participants have had youth protection, is it necessary to have 2 adult females with youth protection protecting the adult participants who have also had youth protection? Since the 2 adult males are present, there is adequate leadership, except in gender.**

A: The leadership requirements have not changed even though 18-20 year old Venturers have to fill out an adult application. So you will still have to have a female leader in the scenario.

Q: **For driving in general (not one on one), after March 1st, can an adult participant drive youth? Can adults drive adult participants without parental consent? Since adult participants will register as adults (thus, not needing a parent/guardian signature), do they need parental consent to be driven by an adult?**

A: Nothing has really changed here. Youth riding with 18-20 year olds should have their parents consent and should follow all YPT guidelines. Its recommended that 18-20 year olds at least let their parent know that they are participating in an activity which they will be riding with an adult advisor. They don't have to have a signed consent form unless the crew wants all participants to have one.

Q: **Who is the "designated Venturer representative" listed in the Summit Award workbook?**

A: The Venturer should be a youth from the candidate's crew and should be selected from the following list:

~ A current holder of the Summit Award or Silver Award

~ A member of the council, area, or region Venturing Officers' Association or equivalent

~ A Venturer who currently holds an elected office in a crew

~ An Eagle Scout, Quartermaster, or Girl Scout Gold award recipient who is an active Venturer

In the event that no Venturer is available who meets one of these qualifications, the Crew President may nominate another Venturer from the candidate's crew.

Q: **With the age changes, will Youth Protection Training change at all?**

A: Youth Protection Training is being evaluated. More details will be coming soon.

General Program

Q: **In the past, the term 'Scout' was mostly used in reference to Boy Scouts, while 'Venturers' was used for Venturing and 'Cub Scouts' used for Cub Scouts. Now that**

all programs use the same Scout Oath and Law, are members of all programs referred to as 'Scouts' or will they still be distinguished?

A: Both. Each program can be identified by its unique name, but we are all members not only of the BSA, but also members of WOSM (World Organization of the Scouting Movement). So, it is completely appropriate to refer to any of us as Scouts.

Q: **When is it appropriate to distinguish the programs and when should you refer to everyone as Scouts?**

A: If you are specifically talking about Venturers, it would be appropriate to call them Venturers. If the programs are mixed (i.e. Cub Scouts and Venturers), you can call them 'Cub Scouts and Venturers' or 'Scouts' as a group. During large Scouting events, it would be appropriate to refer to the group as 'Scouts' unless it is more appropriate to celebrate each program individually. At a World Jamboree, where there are Boy Scouts, Pathfinders, Explorers, Scouts, Venturers, Venture Scouts, Rovers, etc., it makes sense to refer to everyone as a Scout, since they are all gathered together in Scouting fellowship and good will.

Q: **While I haven't read the books yet, I have heard that the program is just changing Venturing into Boy Scouting with green shirts and girls.**

A: Well, no. If that was the case, it would have been easier to simply open Boy Scouting up to young women and be done. :-)
The designers worked from the point of view that Scouting is a youth development program that begins in the first grade and ends at age twenty. While the outcomes of Scouting are consistent over that time, the delivery method evolves as participants mature. Venturing has the same program outcomes as Cub Scouting and Boy Scouting – but each level of programming is aligned to the developmental needs and interests of the age range served by each level of program. Each level of program seeks to deliver those outcomes in an age appropriate manner with content of interest to youth at each level.

Q: **Did the methods of Venturing change?**

A: Yes. There were some adjustments, based on observing how the program has worked over the last fifteen years. Two were merged (group activities and adventure); these are the revised methods, with the changes in bold:

Leadership **and Mentoring**
Group Activities and Adventure
Recognition
Adult Association
Ideals
Group Identity
Service

Mentoring represents one of the leadership approaches of Venturing, both for Venturers and Advisors. Venturers guide other Venturers in the delivery of program and adventure; Advisors work largely as mentors to guide and encourage Venturers.

Group Identity recognizes that peer groups are essential for the growth and development of young adults. Group identity is the shared sense of belonging to a group with common values and serves as a means to build positive group interactions and self-confidence. In addition to beliefs and values, group identity includes common areas of interest and activity as well as symbols of that identity, which may include common clothing or other demonstrations of belonging.

Service encourages youth to identify a community need and to take action to address that need. Service helps youth make a difference in the world beyond themselves and in the process develop the disposition to put the needs of others first. Throughout its history, members of the Boy Scouts of America have provided service to others, and asserting Service as one of the methods of Venturing emphasizes its critical role in the movement. Teaching, formerly a method, was recognized to be embedded in the method of leadership and mentoring, so the role of teaching others remains present in the program. The Ranger, Quest, and TRUST awards still retain requirements related to teaching others the skills learned.

Age Requirement Changes

Q: **Just to clarify, if you are a Venturer on/before MARCH 1st, 2015, you will NOT have to fill out an adult application or have a background check (unless you attend a high adventure base, turn 21, or serve on a staff such as camp staff), as long as you continue to be registered in the same unit?**

A: Correct.

Q: **While BSA Adult Standards would be active, how soon would a youth turning 18 be required to take youth Protection Training (YPT)?**

A: Youth Protection Training will be required to turn in with the adult application.

Q: **For sleeping and bathroom arrangements, would units now have 6 classification zones? (Under 18 male, under 18 female, 18-20 male, 18-20 female, over 21 male, and over 21 female)**

A: There will just be 4 zones, under 18 male, under 18 female, over 18 male, over 18 female.

Q: **How do these new membership rules apply to driving?**

A: Follow the same policies as over 21 adults.

Awards

Q: Can you tell me a little more about Pathfinder Award requirement 8?

[Requirement 8. Plan, organize, and give leadership to a project designed to sustain and grow your crew. Submit the plan to your crew president (or Advisor, if you are president), and explain how you think it will encourage more young people to join Venturing.]

A: All Venturers have an obligation to help build and sustain the crew for the next generation of Venturers. Many Venturing crews endure only a short period of time, often disbanding when the original members of the crew leave for college.

The purpose of a crew sustainability project is to help your crew continue to grow and thrive. Sustainability is about the capacity to endure. In Venturing, sustainability involves good stewardship of crew resources and ensuring that the crew and the opportunities it provides for others will continue into the future. A sustainability project, whether a long-term project or a single event, should support the crew's ongoing viability by attracting new members and/ or supporting the crew's ability to continue with its chosen path of adventure. Here is one example, drawn from the upcoming *Handbook for Venturers*:

"A member of a Michigan Venturing crew organized the *Drive to Thrive* event. Each crew member invited a friend. Six cars carrying two Venturers and two guests took part in a road rally. Each destination had an activity based on one of the four areas of program emphasis of Venturing. An adventure stop featured a visit to a climbing wall. The service stop involved two hours of packing food for a food pantry. Then the teams arrived at a park, where they played initiative games for fun and to use the activities to reflect on leadership and personal growth achieved by working together. The day ended with a bonfire and a cookout. Ten of the guests decided to join the crew."

Q: We currently wear medals, such as the ones for Powder Horn and Kodiak Challenge, hanging from the left breast pocket. With the new awards being sewn on the left breast pocket, will the placement of these devices change?

A: The placement of these devices will not change. You may wear both the patch sewn on to the left breast pocket and a medal hanging from the left breast pocket at the same time.

Q: What are the new awards made out of - are they pins, patches, medals, etc.?

A: The new awards are embroidered patches that will be worn on the left breast pocket of the uniform. The Summit Award will also be in the form of a medal suspended by a green and white ribbon, which hangs from a silver bar and a square knot, identical to that of the previous Silver Award knot.

Q: Can you wear the Summit Award medal while wearing the Summit Award patch that is sewn on the pocket?

A: Yes.
Wear the embroidered emblem on your pocket until you turn 21. After you turn 21, remove the patch from your pocket and wear the square knot emblem. For special occasions: courts of honor, a bridge of honor, a public flag ceremony, visiting a dignitary, attending a council Venturing banquet, etc., wear the medal, too. The brief time that a medal and the patch (or knot) are worn simultaneously is not a problem - it's a celebration of your accomplishment.

Q: What are the definitions of Tier I, II, and III Adventure and where is this documented?

A: The descriptions for Tiers of Adventure are provided in the youth and advisor handbooks. Presented below is an extract from the upcoming *Handbook for Venturers*:

Three Tiers of Adventure

Venturing's three levels of adventure are designed to challenge and engage crew members to experience adventure. Each level provides crew members with opportunity for leadership personal growth, and skill development. While Tier I activities are fairly basic, they provide a preparation for the greater challenges and opportunities involved in Tier II and Tier III activities. A well-balanced crew activity program will include activities and adventures in all tiers.

Tier I adventure—Little preparation or planning; little or no prior skill development; less than one day duration (not overnight); not far outside comfort zone. Typically, these adventures are good crew fun or recruiting activities and easily accommodate guests. Examples include bowling night, watch-and-learn STEM night, a trip to a natural history museum, and a climbing wall activity.
Tier I adventures may be stepping stones that lead to implementing a Tier II or Tier III adventure.

Tier II adventure—Some planning or preparation is required; some prior skill development may be desirable or even required; less than four days; outside the standard range of activities. Examples include organizing and running a Special Olympics event, staging a music and dance event for a nursing home, a weekend canoe trip or camping trip, and a three-day crew road rally.
Tier II adventures can serve as shakedown events that lead to Tier III adventure.

Tier III adventure—Extensive planning, preparation, and skill development required prior to participation; at least four days duration; mentally and physically challenging. Tier III adventures are highlights of the program year, and may take place once or twice annually. Your crew will invest considerable time and energy in preparing and carrying out a Tier III

adventure. Examples include a 50-mile backpacking trip, planning and directing a science-themed Cub Scout day camp, trip to a weeklong arts festival, New York City museum tour, organizing a sports camp for disabled youth, participating in an international Scouting event, and organizing and participating in programming at a BSA high-adventure base.
Your Advisor should be consulted to confirm the tier of adventure being implemented. He or she will have the final word, for example, as to whether a single-day organization-intensive activity meets the expectations for a Tier II or Tier III adventure.

Tiers of Adventures

The notion of tiers of adventure is designed to challenge you and the members of your crew to take on new challenges and provide you with experiences that you would not have otherwise encountered. The use of Tier II and Tier III adventures is important because of the degree of planning and preparation required to organize and carry them out. These adventures are real tests of your growth as a leader.

Differentiating Tier II from III

The fundamental difference is in the level of preparation, planning, and gathering resources to carry out the adventure. Generally, a Tier II adventure lasts from two to four days duration and a Tier III adventure lasts for four days or more. When an event of fewer than four days is considered a Tier III adventure, it should reflect these criteria:
~ The planning needed to carry out a shorter event is comparable to that of a longer event.
~ The preparation needed to implement the activity is similar to the preparation needed to implement a longer event.
~ The opportunity to challenge the activity chair and the members of the crew is similar as to what would take place during an activity of longer duration.

Q: I am reading through the new requirements and I am looking at the "Adventures of Faith", Adventures of Self" and "Adventures of Others". Are these separate awards like the current Venturing Bronze Award or are they [more similar to] the personal goals of the current Venturing Gold Award?

A: The goal setting process is more similar to the goal setting requirement in the current Venturing Gold Award. The biggest difference this time is that the areas of faith, self, and others are were established as the realms of exploration. Over his or her time in the program, a Venturer carries out a reflection in each of those areas and uses what was learned through the reflection to set and achieve a goal exploring each of those areas. More information (such as describing the reflection process and offering examples of setting and attaining goals) is present in the Venturer and Advisor materials....which should be out quite soon.

Q: Can this requirement (service) be defined better? What is meant by "*50%… service may be delivered personally; the rest must be delivered through crew activity.*" Does this mean the member is dependent on his crew planning service activity for half of

his service hour opportunities towards completing the service requirement for the Discovery and Pathfinder Awards? Can he or she join another crew's service activity, a crew that he or she is not a member of? Can a "District" level service activity that his crew may not be participating in count towards "non-personal" service activity?

A: *Does this mean the member is dependent on his crew planning service activity for half of his service hour opportunities towards completing the service requirement for the Discovery and Pathfinder Awards?*

That is a correct interpretation of the requirement. The intention is to develop an ethic of service to others through crew activities as well as through individual service contributions.

Can he or she join another crew's service activity, a crew that he is not a member of?

If the Venturer is not a member of that crew, it would be an example of delivering individual service.

Can a "District" level service activity that his crew may not be participating in count towards "non-personal" service activity?

Since the service activity is not planned by the crew – or based on the way the question was asked, not a "crew event," then it would count as individual service. If the crew elects to take part in a community service event – and organizes crew participation in that event – then it would "count" as crew-delivered service.

Q: What is the scope and definition of service hours? Does service to the crew count as service hours, or does the service have to be outside the crew, or outside of scouting and does the crew member have to have advisor approval (for personal service)?

A: The *Handbook for Venturers* offers this definition of service:

A service is a valuable action, deed, or effort carried out to meet a need of an individual, a group of people, or an organization. An act must be both valuable and address a need of the recipient to qualify as an act of service. The variety of service project ideas is boundless. And, with your capabilities as a young adult it becomes your responsibility to choose those opportunities which best fit with your personal and crew values and to to bring about significant positive change for the individual or organization that you serve. Service is a great place to stretch your leadership muscles.

In counting service hours, service provided as a member of the crew and as an individual are both expected. There is no expectation of Advisor approval for service provided on an individual basis. The "how and why" of the service provided by the individual is a great topic for discussion during an Advisor conference.

Service to the crew (such as for Pathfinder Award Requirement 5) is a separate service requirement for the benefit of the crew and its members and does not "count" toward accumulating service project hours as described in the handbook extract above.

Q: Is there a workbook similar to the Eagle Scout Project Workbook for the Summit Award Service Project?

A: A Summit Award workbook will be released soon to help Venturers organize and document their Summit Award Service project.

Q: "Double dip question:" Would completing an Eagle Scout Project also be credit for completing the Summit Award Service Project (assuming the scout completes his eagle project after he has also completed the Pathfinder Award)? Or does a Venturer have to do a new project independent of his Eagle Scout service project to earn the Summit Award?

A: From the *Handbook for Venturers*:

The capstone service project designed and led by Summit Award candidates must be a different service project than one carried out for the Eagle Scout Award, the Sea Scout Quartermaster Award, or the Girl Scout Gold Award.

Q: How many hours will the Summit Project require?

A: A certain number is not required. Hours will just be documented to show how long it took to complete the project.

Q: How will Venturing recognition be recorded?

A: Venturing recognition will now be recorded online at MyScouting Tools like Cub Scout and Boy Scout Advancement. There will also be a hard-copy form to fill out, if preferred over online entering, to submit Venturing recognition. These can be used to purchase awards from your Scout Shop.

Follow up note: since the recognition system is built around crews implementing youth-designed adventures, the presence (or absence) of annual recognition by crews will help commissioners and local council Venturing officers and Advisors recognize crews that may need assistance building and delivering their crew program.

Q: Seeing as how the Summit Knot is the same as the Silver Knot, will there be a device created to distinguish which award somebody earned?

A: Not at this time

Q: Will the Hornaday Award for Venturers be changed?

A: No, the requirements are not going to be changed

Q: Does an OA Weekend count as a Tier II Activity?

A: If it is a crew activity, then it could. Bigger question - would they have organized this event for the OA without it being used for a Venturing experience? Will this event be strictly led by a Venturer on behalf of his or her crew? Does using this for personal gain undermine the delivery of this event for cheerful service for the OA? Will leading this event cause a

member to really "stretch" or are they simply implementing a routine event? Does this crew function as a crew, or is it primarily a means of boosting membership with a captive audience? If an IA member simply shows up with no advance preparation - it would be a Tier I adventure.

Q: **How far can outings be backdated?**
A: Since being registered as a Venturer/participating with the crew as a Venturer

Q: **Can Discovery #6 personal reflection be a Gold Award reflection?**
A: At this point, (1) yes, if it uses the structured reflection process and (2) is in the area of faith, self, or others

Q: **I have noticed that the SCUBA and Shooting Sports Ranger Elective requirements are not in the new Venturing Awards and Requirements handbook. Where can I find them?**
A: You can find them at http://www.scouting.org/scoutsource/Venturing/Awards/ranger.aspx.

Q: **To clarify, if someone completes a requirement (for example, leading a Tier II adventure) as a Boy Scout (i.e. with/for their Troop), they can double count the requirement so long as the requirement was completed while they were a registered Venturer, correct?**
A: If they are leading the adventure to complete something in the Troop then 'No'. The requirement reads that the adventure should be for the crew, district, council, area, region, or national level. However, if the Crew Advisor and Scoutmasters agree to allow the Venturer to lead the troop in an adventure they may.

Recognition

Q: **Venturing Leadership Award nominations for the area used to be sent to the Area Advisor. If the Area Advisor is receiving the VLA, who are the forms sent to?**
A: If the Area Advisor is receiving it, then send it to the Regional Advisor. In the end, it will go to the Regional Operations Office, processed by Velma Cooks (velma.cooks@scouting.org).

Q: **Why is the due date April 1st instead of January 1st or June 1st, for the Venturing Leadership Awards (VLA)?**
A: This allows people ample time to get their nominations in and for the nominations to be processed at National.

Q: **Please explain the new Venturing Leadership Award eligibility for Adults.**
A: In accordance with the current printing of the Venturing Awards and Requirements book, adults may be nominated for the Venturing Leadership Award for the 2014 nomination year only. As stated on the form, all area, regional, and national nominations are due by April 1,

2015. Beginning January 1, 2015, the policy will return to allowing only youth members to be nominated for this award. This means that Adult VLAs will be awarded for work completed in 2014. Adult Venturing leaders will still be eligible to earn the Unit Leader Award of Merit. For any questions concerning this or any other Venturing matter, please email MyScouting@scouting.org.

Resources/Materials

Q: When will the new handbooks and awards be available for purchase?

A: All handbooks and awards are available for purchase at www.scoutstuff.org and in most Scout Shops.

Q: I'm glad to see that the new handbooks have been released. I really like the way the book helps a Venturer get the most out of the program. I noticed something that I think is an error. Who should I report it to?

A: The best thing to do is to send a message to the address at the top of the page. We will forward it to the editors for correction in the next printing.

Q: When will the Summit Medal be available?

A: This is a restricted item that only Councils can purchase. They are available now.

Q: Will there be pocket cards for the awards? If so, when will they come out?

A: There is not a pocket card yet.

Q: Will certificates be made for any of the awards, or just the Summit Award? When will the certificate(s) be released?

A: There are certificates for all of the awards. They will be ready as soon as possible. Keep checking the FAQs.

Q: Where can I find all of the new materials to purchase them online?

A: Venturer Handbook:
http://www.scoutstuff.org/bsa/new-items/handbook-vt-youth.html#.VCZE1CldU01

Advisors' Guidebook:
http://www.scoutstuff.org/bsa/literature-media/handbooks/handbook-vt-adt.html#.VCZFHyldU01

Awards & Requirements Book:
http://www.scoutstuff.org/bsa/new-items/handbook-vt-rgr-qst-trst.html#.VChx4CldU00
http://www.amazon.com/dp/B00NU50NUE/ref=tsm_1_fb_lk

Purchase the new awards:
http://www.scoutstuff.org/bsa/new-items.html?p=2&price=-10

Q: **When will the Summit Project Workbook be available?**
A: As soon as possible. The Task Force working on this project is nearly finished.

Q: **Are there any plans for training videos to supplement the Adult Trainings?**
A: Yes, there will be videos later down the road.

Q: **When will the Mentoring and Project Management syllabuses be released?**
A: The Mentoring training for the Summit Award is different than the Mentoring training currently online at www.scouting.org/trainings. It is almost complete! The Project Management syllabus does not have a specific time frame on it, but it is in the process of being tested right now.

Training

Q: **When will the Venturing Advisor and Crew Committee Challenge be online?**
A: Both trainings are already online and available for PDF download.
Advisor Training: http://www.scouting.org/filestore/training/pdf/511-904_WB.pdf
Crew Committee Challenge: http://www.scouting.org/filestore/training/pdf/511-902_WB.pdf

Q: **Will ILSC be updated to fit the new Venturing Program?**
A: Yes, ILSC is currently being updated and will be released as soon as possible.

Q: **Approximately how long will the Mentoring training last?**
A: The Mentoring training will run approximately 2 hours.

Q: **Until the Project Management training is released, if a youth has all of the requirements completed for the Pathfinder Award, except for the Project Management training, can they go ahead and start working on the Summit Award requirements? It is understood that the youth has not completed/earned the Pathfinder Award until they go back and complete the training.**
A: A youth can begin working on the Summit Award requirements that don't specifically state that the Pathfinder Award must have been earned.

Q: **If a Venturer took ILST with their troop, can they double count the requirement for the Discovery Award? If they can, do they have to have been a Venturer at the time of the course?**
A: Requirement #3 says that they must complete ILSC or an equivalent course. So Yes they can use ILST.