



TRY VENTURING

VENTURERS are 14 to 18 years old,

so, why not TRY at 13½

1st Ermington Venturer Unit invites all local Scouts aged at least 13½ to come and experience Scouting with their local Venturer Unit.


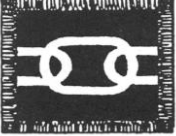
Come along and see what is ahead of you as you continue your Scouting Journey. By taking part in three Unit activities (one activity should be outdoors) you will meet new members and learn a little about Venturing and the activities that you can enjoy in the future. Go and try three different Units if you like.

Venturer meetings often occur at places other than the Scout hall (Cnr Bartlett St & Kissing Pt Rd Ermington).

Please contact 1st Ermington Venturer Scout Leader – Nerida Ewings on 9683 5606 or 0431 556 413 or email venturers@ermingtonscouts.asn.au to register your interest, or for further information.

Scouts – paste the record sheet below into the back pages of your Scout Record Book. See instructions below to gain your TRY VENTURING BADGE.

----- cut here -----

 <p>TRY VENTURING</p> <p>You can be a VENTURER from your 14th birthday til your 18th, so, why not....</p> <p>...TRY at 13½</p>							
<p>UNIT CONTACTS you have made:</p> <table border="0"> <tr> <td>Unit 1: _____</td> <td>Unit 2: _____</td> </tr> <tr> <td>Name: _____</td> <td>Name: _____</td> </tr> <tr> <td>Phone: _____</td> <td>Phone: _____</td> </tr> </table>		Unit 1: _____	Unit 2: _____	Name: _____	Name: _____	Phone: _____	Phone: _____
Unit 1: _____	Unit 2: _____						
Name: _____	Name: _____						
Phone: _____	Phone: _____						
 <p>Scout / Venturer Link Badge</p> <ul style="list-style-type: none"> ♣ Know, show an understanding of, and be prepared to accept the Promise & Law: VL sig.: _____ Date: _____ ♣ Participate in 3 Unit activities, one to be outdoors - you may use TRY activities. ♣ Be accepted by the Unit Council: VL sig.: _____ Date: _____ 							

----- cut here and place in to the back pages of your Scout Passport -----

<p>ACTIVITY 1</p> <p>Unit: _____</p> <p>Date: _____</p> <p>Activity: _____</p> <p>_____</p> <p>Unit Council or VL signature</p> <p>_____</p>	<p>ACTIVITY 2</p> <p>Unit: _____</p> <p>Date: _____</p> <p>Activity: _____</p> <p>_____</p> <p>Unit Council or VL signature</p> <p>_____</p>
<p>OUTDOORS ACTIVITY</p> <p>Unit: _____</p> <p>Date: _____</p> <p>Activity: _____</p> <p>_____</p> <p>Unit Council or VL signature</p> <p>_____</p>	<p>COMPLETION</p> <p>Three activities completed:</p> <p>Unit Council or VL signature</p> <p>_____</p> <p>Date: _____</p> <p>Badge Presented on:</p> <p>_____</p>

----- cut here -----



TRY VENTURING

Information Sheet

VENTURERS are 14 to 18 years old,

so, why not TRY at 13½

Aim:

- ♣ As part of our commitment to encourage all Scouts to progress to Venturers, we wish to give Scouts 13½ years and over the opportunity to gain the **Try Venturing** badge.

Principles:

- ♣ The **Try Venturing** badge has been introduced to encourage older Scouts to **Try Venturing**.
- ♣ It is intended to be offered in a non-challenging manner and with a minimum of administration.
- ♣ The **Try Venturing** badge is not designed to take the place of the Scout/Venturer Link badge.
- ♣ Scouts do not have to progress to Venturers immediately upon the completion of their **Try Venturing** badge.
- ♣ It remains the Scout's decision as to when they progress to Venturers - usually, between 14 and 14½ years.

Eligibility:

- ♣ A Scout must be at least 13½ years of age to commence a **Try Venturing** badge.
- ♣ A Scout must attend three Venturer activities, or the equivalent, to earn the **Try Venturing** badge.

Promotion:

- ♣ Units are encouraged to contact local Scout Troops to promote the **Try Venturing** badge.
- ♣ Units are encouraged to offer opportunities for eligible Scouts to attend appropriate activities.
- ♣ Individual Scouts and/or Troops may initiate the contact with a local Unit if they wish.

Application:

- ♣ The above record sheet may be used, and pasted into the back page of the Scout Record Book.
- ♣ The three activities may be with one or more Units.

Completion and Presentation:

- ♣ When the third activity is completed, the Venturer Scout Leader signs the Scout Record Book or sheet as completed.
- ♣ The Venturer Scout Leader then orders the **Try Venturing** badge from the South Coast Scout Shop sctshop@nsw.scouts.com.au or Snowgum.
- ♣ The Unit, in consultation with the Scout Leader, presents the **Try Venturing** badge to the Scout.

Wearing of badge:

- ♣ The badge can be worn on the uniform until the Scout earns the Venturing Skills Badge.
- ♣ Uniform: the badge is worn in place of the Venturing Skills badge on the left sleeve – refer to Badge Placement Diagram at <http://www.ermingtonscouts.asn.au/venturers.html>

The badge is designed to encourage all eligible Scouts to participate in Unit Activities – contact Nerida Ewings (Venturer Leader – 1st Ermington) for more information, or visit us at:

<http://www.ermingtonscouts.asn.au/venturers.html>