

Adventure & Leadership

Overview: Adventure represents the “A” in the “ALPS” model and leadership represents the “L.” This document will walk you through the different types of adventures, the importance of leadership, and the requirements associated with each.

What is Adventure?: Adventure is doing something new and different that puts you outside of your comfort zone. Venturing is based upon teaching participants new things and putting them out of their comfort zones. Through adventure Venturers learn and practice leadership.

What is Leadership?: Leaders can be found in all different types of organizations and groups. It is about the desire to serve others. Leaders seek to teach, facilitate, communicate, manage, and persuade with the goal of achieving a vision shared by the leader and the group.

The Tiers of Adventure: Adventure in Venturing is split into three categories, or tiers, to challenge and engage each crew member to experience something new. Each tier provides an opportunity for leadership, personal growth, and skill development. Listed below are descriptions of each tier.

- Tier I Adventure: A Tier I Adventure requires little preparation or planning, little or no prior skill development, is less than one day in duration (not overnight), and is not far outside of members’ comfort zones.
- Tier II Adventure: A Tier II Adventure requires some planning and preparation, may have some prior skill development required, is less than four days long, and is outside the standard range of activities.
- Tier III Adventure: A Tier III Adventure requires extensive planning and preparation, prior skill development will be required, is at least four days in duration, and will be mentally and physically challenging.

Adventure Requirements: For your Discovery Award, the completion of two Tier II or Tier III adventures are required. It is also required that you become CPR, First-Aid, and AED trained and certified. This is the only rank that requires something other than the completion of adventures under the adventure category. For Pathfinder two more Tier II or Tier III adventures must be completed, for a total of four. For Summit, you must complete three more Tier II or Tier III adventures for a total of seven. To earn Summit you must have completed at least one Tier III adventure at some point. All adventures can be completed with the crew, council, area, region, or nation.

Adventure & Leadership

Leadership Role Requirements: For some awards it is required that you serve as a crew officer, or VOA officer. You must be elected to that officer position while working on that award or it doesn't count towards the requirement. That rule also applies to the requirement of serving on a leadership course staff. You must serve on staff while working on the award, or it doesn't count towards the requirement. Check your Venturing Handbook to find out what positions and what leadership course staffs count towards those requirements.

Leadership Training Requirements: There are several trainings required as a part of your leadership requirements. Certain people are certified to teach those trainings. Ask your crew officers and advisors who is eligible to give those trainings and if you've already completed some as a crew. If there is a training you need and no one in your crew is able to teach it, contact someone who is, and schedule a class with your fellow crew members.

Leadership Planning Requirements: You are required to plan, organize and lead your own Tier II or III adventure. It must last two nights and can only be shared with another member if it lasts more than four nights. You may work with your officers and advisors when planning your adventure, but they can't do the work for you. For your Summit, you must mentor and assist another member in planning their own Tier II or Tier III adventure.

Venturing Handbook: For more information on Adventure, check out pages 36 through 41 in your Venturing Handbook, and pages 43 through 49 for more information on Leadership.