FAST FACTS



ABOUT VENTURING

FACT:

Venturing is for young men and women ages 14 through 20 (and not yet age 21), or age 13 and have completed the 8th grade.

FACT:

About one-third of Venturers are young women.

FACT:

As a Venturer, you will join other young adults in planning activities and operating your Venturing crew.

FACT:

Focus areas of the Venturing program include the outdoors, arts and hobbies, sports, religious life, STEM (science, technology, engineering, mathematics), and Sea Scouts.

FACT:

Venturing gives young adults challenging, exciting adventures like scuba diving, cycling tours, climbing, and rappelling, and hobbies such as shooting sports, service projects and community service, living history, video gaming, and golfing—and much, much more.

FACT:

Although outdoor activities are a major part of Venturing, the program also features life skills like leadership development, public speaking, interviewing, and mentoring.

FACT:

Using the seven leadership methods of Venturing (leadership, group activities, adult association, recognition, Scouting ideals, high adventure and sports, and teaching others), this program for youth helps prepare them to become responsible, caring adults.

FACT:

Venturing impacts nearly a quarter million youth every year.

REALITY:

Venturing can help you learn how to seek thousands of dollars in scholarships.

REALITY:

Venturing is the perfect program for you!

REALITY:

Venturing is so easy to join. Visit www.BeAScout.org to find a crew near you.

REALITY:

You will have more fun than ever by joining Venturing, so join today!

Start your adventure now and go to www.BeAScout.org.



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