



Troop 56 Venture Patrol Program

Lead the adventure



What is the Venture Patrol?

The "Venture Patrol" is comprised of older more experienced scouts interested in participating in more advanced, higher adventure activities. It is a unique patrol because all of the boys in the Venture Patrol are also members of Regular Patrols. An Assistant Scout Master for Venture is assigned to oversee the Venture Patrol and is responsible for guiding boys as they plan their activities.

What is the purpose of the Venture Patrol?

The Venture Patrol is designed to support or enhance the Troop 56 program by following the four goals of the Venturers.

- 1 Gain practical experience from knowledgeable people.
- 2 Engage in activities centered on leadership, service, social activities, fitness, the outdoors, and citizenship. The idea is to develop balance, to take responsibility and to become mentally, emotionally, and physically fit.
- 3 Experience and provide positive leadership, to set and follow examples, and to learn by doing.
- 4 Have a chance to learn and grow in a supportive, caring, and fun environment.

Requirements

Participation in the Venture Patrol is by invitation only. To be a member of the Venture Patrol is a privilege and an honor as only those boys who exemplify the best qualities of scouting, demonstrate strong outdoor/survival skills, and contribute positively to the troop are invited to become members.

To be eligible for the Troop 56 Venture Patrol a scout must do the following:

- ◆ Be Invited to join the Venture Patrol through a vote of Venture Patrol members.
- ◆ Achieved the rank of Star or higher.
- ◆ Be at least 14 years old or 13 years old and have completed the 8th grade.
- ◆ Participate in at least 50% of Troop 56 camping activities over the past 12 months.
- ◆ Attend at least 50% of all troop meetings and functions.
- ◆ Show a knowledge and understanding of skills by passing an outdoor skills test.
- ◆ Have the endorsement of the Scoutmaster and Assistant Scoutmasters of Troop 56 (or former troop).

Assistant Scoutmaster-Venture

- ◆ Responsible to the Scoutmaster for the Venture Patrol.
- ◆ Advises the Venture Patrol Leader.
- ◆ Assists the Venture Patrol Leader and members in obtaining needed resources and outside consultants.
- ◆ Makes sure Venture Patrol members fulfill their troop responsibilities.
- ◆ Meets with new Venture Patrol members and their parents.

Synopsis





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The Venture Patrol follows the Aims and Methods of Scouting

The Scouting program has three specific objectives, commonly referred to as the "Aims of Scouting." They are character development, citizenship training, and personal fitness. The methods by which the aims are achieved are listed below:

◆ Ideals

The ideals of Boy Scouting are spelled out in the Scout Oath, the Scout Law, the Scout motto, and the Scout slogan. The Boy Scout measures himself against these ideals and continually tries to improve. The goals are high, and as he reaches for them, he has some control over what and who he becomes.

◆ Patrol Method

The patrol method gives Boy Scouts an experience in group living and participating citizenship. It places responsibility on young shoulders and teaches boys how to accept it. The patrol method allows Scouts to interact in small groups where members can easily relate to each other. These small groups determine troop activities through elected representatives.

◆ Advancement

Boy Scouting provides a series of surmountable obstacles and steps in overcoming them through the advancement method. The Boy Scout plans his advancement and progresses at his own pace as he meets each challenge. The Boy Scout is rewarded for each achievement, which helps him gain self-confidence. The steps in the advancement system help a Boy Scout grow in self-reliance and in the ability to help others.

◆ Association with Adults

Boys learn a great deal by watching how adults conduct themselves. Scout leaders can be positive role models for the members of the troop. In many cases a Scoutmaster who is willing to listen to boys, encourage them, and take a sincere interest in them can make a profound difference in their lives.

◆ The Outdoors

Boy Scouting is designed to take place outdoors. It is in the outdoor setting that Scouts share responsibilities and learn to live with one another. In the outdoors the skills and activities practiced at troop meetings come alive with purpose. Being close to nature helps Boy Scouts gain an appreciation for the beauty of the world around us. The outdoors is the laboratory in which Boy Scouts learn ecology and practice conservation of nature's resources.

◆ Uniform

The uniform makes the Scout troop visible as a force for good and creates a positive youth image in the community. Boy Scouting is an action program, and wearing the uniform is an action that shows each Scout's commitment to the aims and purposes of Scouting. The uniform gives the Scout identity in a world brotherhood of youth who believe in the same ideals. The uniform is practical attire for Boy Scout activities and provides a way for Boy Scouts to wear the badges that show what they have accomplished.

◆ Leadership Development

The Boy Scout program encourages boys to learn and practice leadership skills. Every Boy Scout has the opportunity to participate in both shared and total leadership situations. Understanding the concepts of leadership helps a boy accept the leadership role of others and guides him toward the citizenship aim of Scouting.

◆ Personal Growth

As Boy Scouts plan their activities and progress toward their goals, they experience personal growth. The Good Turn concept is a major part of the personal growth method of Boy Scouting. Boys grow as they participate in community service projects and do Good Turns for others. Probably no device is as successful in developing a basis for personal growth as the daily Good Turn. The religious emblems program also is a large part of the personal growth method. Frequent personal conferences with his Scoutmaster help each Boy Scout to determine his growth toward Scouting's aims.

Methods





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Positions in the Venture Patrol

The Venture Patrol focuses on being the leaders, mentors, and teachers of the troop. They strive to be the epitome of Scouting and the example for the younger members of the troop to follow. The purpose of the Venture Patrol is to enhance the troop. All members of the Venture Patrol are expected and required to assume a leadership role within the troop. However; rather than filling the more “common” positions in a troop hierarchy and possibly interfering with the advancement of the younger scouts, the Venture Patrol gravitates toward mentor and teaching positions.



Chief (Patrol Leader)

The leader of the Venture Patrol. He represents the patrol at all patrol leaders' council meetings and the annual program planning conference and keeps patrol members informed of decisions made. He plays a key role in planning, leading, and evaluating patrol meetings and activities and prepares the patrol to participate in all troop activities. The chief learns about the abilities of other patrol members and fully involves them in patrol and troop activities by assigning them specific tasks and responsibilities. He encourages patrol members to complete advancement requirements and sets a good example by continuing to pursue his own advancement



Junior Assistant Scoutmaster

Scouts in the Venture Patrol who are at least 16 years of age, who show outstanding leadership skills, and have reached the rank of Eagle in the troop will be appointed to serve as a Junior Assistant Scoutmaster. These young men follow the guidance of the Scoutmaster in providing support and supervision to other boy leaders in the troop. Upon his 18th birthday, a Junior Assistant Scoutmaster will be eligible to become an assistant Scoutmaster and can become an adult leader of the Venture Patrol.



Troop Guide

The Venture Patrol and the Troop Guide position were made for each other. The Troop Guide is both a leader and a mentor to the members of the new Scouts in the troop. He helps the Patrol Leader of the new-Scout patrol in much the same way that a Scoutmaster works with a Senior Patrol Leader to provide direction, coaching, and support.



Instructor

Each instructor is an older troop member proficient in a Scouting skill. He must also have the ability to teach that skill to others. An instructor typically teaches subjects that Scouts are eager to learn—especially those such as first aid, camping, and backpacking—that are required for outdoor activities and rank advancement. The Venture Patrol (and troop) can have more than one Instructor.



OA Representative

The Order of the Arrow representative serves as a communication link between the troop and the local Order of the Arrow lodge. By enhancing the image of the Order as a service arm to the troop, he promotes the Order, encourages Scouts to take part in all sorts of camping opportunities, and helps pave the way for older Scouts to become involved in high-adventure programs. The OA troop representative assists with leadership skills training.



Assistant Scoutmaster

The Venture Patrol is not considered a Venture Crew; therefore, those members of the Venture Patrol that wish to be active in the troop and continue to participate in Venture activities, **MUST** become an Assistant Scoutmaster for Troop 56 upon reaching their 18th birthday. Assistant Scoutmasters will be required to take Introduction to Outdoor Leader Skills (ITOLS) Training and maintain an active presence in the troop under the leadership of the Scoutmaster.

