

# Scouts SA

## Venturer Scout Section

*Introduction to 18-year-old Venturers*

### 18-Year-Old Venturers

As part of the Youth Program Review the age ranges of Scouting were considered and recommendations made for change. An important decision was made about ensuring young people at a major stage of their lives (the completion of Year 12) are empowered to maintain a support network (i.e. their Venturer Unit).

This change to the age ranges should occur naturally over the next 18 months, so as not to dis-advantage Youth Members experiencing the benefits of the program and allowing them to complete their peak award (the Queen's Scout Award) if they desire.

### Guidelines for 18-Year-Old Venturers

The inclusion of 18-year-olds in a youth section is important to 'get right' from the perspective of ensuring the safety and protection of all of our members.

Venturers will be required to complete an A1 Adult Member Application (A1) and National Police Check (NPC) and be registered as an Adult Venturer as soon as they turn 18. The Group Leader shall interview the Venturer as per Adult appointment processes including an explanation and discussion about the Code of Conduct and Code of Ethics and their responsibility as an Adult in Scouting.

The Adult Venturer is required to complete mandatory BCORE CHILD and BCORE WHS e-learning modules within 2 weeks of application.

Where an activity requires overnight accommodation, provision is to be made to ensure compliance with policy and procedures relating to Adult and Youth (i.e. separate tent accommodation etc.)

### Checklist for Groups

The continuation of a youth member in the Venturer section beyond their 18<sup>th</sup> birthday is dependent on an agreement between the Group Leader, Venturer Leader and the young person involved.

The following is a checklist for Groups to work through in the registration of 18-year-old Venturers

1. Group Leader / Venturer Leader / Venturer (and parent/guardian) identify requirement for a Venturer to extend their time in the section
2. Group Leader undertakes interview as per Adult appointment process including completion of A1 Adult Member Application and NPC application.
3. Venturer completes BCORE WHS and BCORE CHILD mandatory e-learning modules
4. Once an Adult Venturer completes their time in the section an A3 Change of Status is to be completed to change the appointment (Leader/Rover) by the appropriate parties.

### Queries about these guidelines

- Please refer any queries to the Branch Commissioner (Venturers) at [bc.venturers@sa.scouts.com.au](mailto:bc.venturers@sa.scouts.com.au)
- Read more about the Youth Program Review online at [www.ypr.scouts.com.au](http://www.ypr.scouts.com.au)