

Inside, for all Scouts & Venturers!

- How to find and join a local Venturer Unit – using the web;
- How to *TRY VENTURING* (why not TRY it, its fantastic);
- How to understand the Queen's Scout Award scheme;
- How to get recognition for your Scout activities towards the QS;
- Who to contact for help with Programs & QS activities;
- Where to get resources and ideas for Programs and QS;
- Hoadley Hide 2005 – an Easter hiking competition;
- 13th Australian Venture, January 2006 in Sydney!

Venturers: - are you promoting Venturing, using *TRY VENTURING* and ideas & resources from the web and Interchange magazine?

Win a tent: the Unit with the best recruiting method, sent to interchange@vicscouts.asn.au by 15th Feb., will win a 2 person hike tent!



Voyage to HIDE2005,
25th/28th March.

Become one of the lucky nautical lubbers on a voyage of adventure and excitement to HOADLEY HIDE 2005,
Ships and Ports

WWW.
hoadleyhide.
com



Gaining Your Sea Legs!! ARRHH, you're all a bunch of land lovers!! Before setting sail it'll be best for all concerned, to gain your sea legs. It's not a pretty sight when ya turn bright green and have your head so far over the side rail, the only part we see of ya for the trip is ya rear end. So here's Capt'n Hoadley's suggestions for a happy voyage.

Learn the art of Smuggling: Practice packing your pack. Know what equipment/provisions and luxuries YOU NEED (because everyone is different) and how to use it. ie. what kind of quirky equipment is a Sextant, anyway?

Listen to old sea shanties and tales: Talk to others who have being on a Hoadley Hide before. They'll tell you what to expect and answer the big questions like 'won't we fall off the edge of the world?'

Organise your Visa early: Some countries take forever to process a Visa - Scouting is no different. So press gang your friends into making a team and fill out the application pronto. Do all that and old Neptune maybe kind to ya all.

SCOUTS - WHAT'S VENTURING,

AND WHERE DO YOU FIND THEM?

Venturing is the next section after Scouts, and it builds on the experiences and skills that you have already enjoyed & gained in the Troop. It gives you with the opportunity to try out different activities and to have even more involvement in the planning of your Unit program. Check the web at www.vicscouts.asn.au and



HAVE YOU TRIED VENTURING? You have to be at least 14 to join Venturers, but you can *Try Venturers* before you join a Unit! *Try Venturing* is a great new badge that you can earn by joining in the Unit program for 3 activities - all on 1 day, 2 or 3, and all at one Unit or two or three! **Interested?** Ask your Scout Leader for assistance as to how to contact the local Unit - and yes, your SL can also earn this great badge – like you, they just need to TRY VENTURING!



THINKING OF LINKING? For your Scout/Venturer Link Badge, just like your Cub/Scout badge, you need to participate in 3 Unit activities, understand the QS Scheme and meet the Unit Council & Leaders. None of this is real hard, especially when you can use your 3 *TRY Venturing* activities for your Linking.

RECOGNITION OF PRIOR LEARNING

When you join Venturers you can use some of your Scout skills to qualify for the Venturing Skills badge - basic skills like pack a pack, pitch a tent, light a fire etc - all skills you picked up in Scouts.

RPL is simple, as it uses your Scout section skills!