

***Victorian Venturer Council's***  
***Linking Scout Handbook***

***Produced By the Victorian Venturer Council***  
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# The path to investiture

Invest the linking Scout into your Venturer unit. Make sure they have a Venturer shirt and do it outside the hall (somewhere fun) to make it special.

Conduct a Going Up Ceremony with their scout unit. This could be as simple as building and crossing a bridge.

Help the Scout complete their introduction to section on Terrain.

Assign a link Buddy to the Scout.

Give the Scout a copy of your program and add them to your Unit's communication platform.

Invite any eligible Scouts along to Venturer nights at your Unit.

Run a Link Night.

Contact your local Scout Unit(s).



**Venturer  
Scouts**

## Engaging Linking Age Scouts

### Getting started

The first step to linking your local Scouts up to your Venturer Unit is usually taking the initiative to reach out yourself! If you don't know where your closest Scout Unit is, insert your postcode into this link (<https://Scoutsvictoria.com.au/locations/>). Do some research to find out what Scout groups are in your area and which Scout group or groups your new Venturers come from. Your Group Leader will likely have some ideas if you don't have any. From there, reach out to the local Scout Leaders. A good way to introduce yourselves is to ask if you can run a link night in the new term, offering to come to their Scout night and run the night in lieu of the Scouts. Doing this helps the Scouts get to know you, and makes them more willing to continue on into Venturers (especially if they already have made some new friends in Venturers!)

### What next?

If one of the Scout Units you visit has Scouts of linking age, the natural next step is to offer an invitation for them to join some of your Venturer nights. The easiest way to do this is by having a chat with them after your link night, giving them a copy of your term program and providing them with the contact details for your Unit. Try to run some fun nights you can cater to linking Scouts, like a games night or fashion show. See below for some more ideas and tips on running the first couple of nights before they properly become a part of your group! Once a Scout begins linking, it's important to treat them as though they are a member of the Unit, even before they're invested. That means giving them a program and making sure they are on any Venturer group communications such as email lists and messenger groups. An initial successful linking Scout is worth more than gold if you have one Scout that links and enjoys Venturers, they will tell their Scout friends how good it is and as long as you keep doing good things, the next few will come to join you easily.

## **The First Few Venturer Nights**

### **The Scouts Perspective**

The first few weeks of linking to Venturers is crucial, but for the Scout it can be a terrifying experience. Venturers is a new section with new people and is often very different to the Scout Unit they are used to. It is important to think of what it would be like if this was your first Venturer night and what you didn't know about Venturers when you started.

### **What can your Unit do?**

It is important to help the Scouts as they link up. They are the future of your Unit. It is important to include Scouts in games, activities and conversations, and if a Scout is having trouble with this it may help by assigning them a Linking Buddy. It also helps the Scout to feel included if they are added to your Unit's Terrain so their participates are counted as they link up.

### **Linking Buddy**

A buddy can be any Venturer in your Unit, this could be an older Venturer or a Venturer they already know. At the end of their first few nights it can help if their buddy asks them: how they found the night if they enjoyed it are they coming along next week and do they know what's happening next week. The buddy should also ensure the Linking Scout is able to access whatever platform your Unit uses to communicate (e.g. Slack, Messenger, Team App etc.) Linking up can be a scary experience, but by including them, making them feel wanted and part of your Unit you can help the transition into Venturers become simple, easy and fun!

## **Final Checklist Before Investiture**

### **Introduction to Section Badgework**

During the Scout's time linking one of your main goals as a Unit is to help them complete their Introduction to Section Badge. We recommend doing it over a couple of nights in small 15 – 20-minute sessions. The Introduction to Section Badge is a badge that gives Linking Scouts an idea of how Venturers functions, what Unit Council is and how Venturers is different to Scouts. This is best done as a discussion with an experienced Venturer who will be able to answer all the linking Scouts questions.

### **Planning the Going Up Ceremony**

These nights are a fun way for the linking Scout to end their time in the Scout section and get excited for the next step, VENTURERS. Often, these are done at the Local Scout Hall as a fun way to remember where they've been.

A going up ceremony is a link night with the Scouts unit where the Linking Scout could cross a bridge that was built on the night from the side with their Scouts to the side of their new Venturer Unit. It is a symbolic action that acts as their goodbye to their Scout Unit. Try to make these as exiting as possible as it gives younger Scouts

Activity Ideas include bridges, forts, off the ground nights, Chariot races, dress ups.

### **What badgework can the Linking Scout achieve?**

It is a good idea to let linking Scouts know about the King's Scout award explain how it is similar to the Australian Scout Award, also highlight the change in the length of SIA's to them.

## **Planning the Investiture Night**

These nights are specific to the Scouts being invested and are most memorable in a location that preferably isn't your local hall. Ideal locations include a favorite park, a gym, a pool, on a camp, in the snow or any other fun and creative places! These can be on the same night as a Going Up Ceremony or at a later date and should be a Special experience for the Linking Scouts involved.

## **Investiture Essentials**

Don't forget the Scout linking essentials! As a Unit you should present: a scarf, a district badge, a Unit and Region tapes, the World Scouting badge, a Scouts Australia Badge and the Venturer Introduction to Section Badge. Make sure to get the Linking Scout to order their shirt early to make their investiture as smooth as possible! Invest them into your Unit, with any stories and lore that relate to your Venturer Unit.

## Link Night Ideas

### Scouts vs. Venturers Competiton Night

A fun, easy way to get the Scouts engaged with the Venturers is to make it competitive. A good first or second link night to run is Scouts vs. Venturers, with multiple different variations depending on the size and inclination of your group. A regular night could run as follows:

#### 7:00pm (Start time)

- At opening parade, ensure the Scouts are included you might want interspace Venturers among the Scouts (this helps you get to know the Scouts and make Ventures look less scary). Thank them for coming before continuing with parade.
- At parade ask everyone to say their name as people may not know each other yet (you can make it more fun by getting everyone to say a fun fact or their favorite food as well!)

#### 7:05

- Begin the night with a short, easy game. Something simple and not likely to make the Scouts intimidated of the Venturers if possible, a game your Unit plays in both Venturers and Scouts. If this is a second or third night together, try teaching the Scouts a Venturer game!
- This is to break the ice, and get the Scouts more comfortable with the Venturers.

#### 7:20

- The main activity of the night should start now. It could be anything from a construction challenge where mixed patrols of Scouts and Venturers is challenged to build the best catapult ,to a board/card game competition or even a water fight. Pick something you like to do with friends, and compete against the other patrols!

More ideas include:

- Cooking competition
- Camp set up race
- Fashion show
- Minute to win it style games

- These should take you to near the end of the night. If your activity runs short, you can extend it by swapping sides halfway through or modifying the activity for another round.



**8:50**

- Work with the Scout to tally up who the overall winner of the night is. Find out what they enjoyed, and maybe what they didn't, and write it all down for next time! Try to figure out when you can hold your next joint night.

**8:55**

- Closing parade. Make sure to thank the Scouts again for coming and encourage them to provide a review on the night and invite them back next time!

## **Messy Night**

**Note you will need to let the Scouts and Venturers know in advanced that they will need a change of clothes and a towel.**

### **7:30pm (Start time)**

Parade

- Thank the Scouts for joining the Venturer Unit for a fun join night
- Explain that you are having a “Messy Night”

**(Below are some ideas for the games, but feel free to modify them to suit your joint night)**

### **7:35pm**

#### **First Game**

Egg Throws

What you need: Eggs

Each Venturer pairs with a Scout and stands facing each other in a line. The Scout throws the egg to the Venturer, the Venturer, if they catch it, can take a step back. This continues until the egg is dropped or cracks, last pair to drop or crack their egg wins. Best played outside.

#### **Second game**

Custard Eating Competition

What you need: Custard, Bowls, Spoons, Stockings

With a partner (Scouts with Venturer) sit down with a bowl of custard and a spoon. One partner wears a stocking over their head, the other spoon feeds them until the custard is all gone. First team to finish their bowl wins.

#### **Third Game**

Bobbing Game

What you need: Bucket, Apples, Plate, Flour, Jellybeans

First get everyone in a line with their hand behind their back, each person has a go bobbing for an Apple, once they get it, they move over to bobbing for Jellybeans in flour. This leaves everyone wet, and their face covered in flour.

## **Fourth Game**

Twister with A TWIST

What you need: Twister Matt, Twister Board, Shaving cream (3 Cans)

Get into groups of three or four (Scouts with Scouts, Venturers with Venturers), when the Venturers are on the mat the Scouts get to spin and choose where they have to step and go. The twist is there is shaving cream all over the mat. First person out gets shaving cream on their head, that is repeated until the last person is left standing.

## **Fifth Game**

Egg roulette

What you need: Eggs

Boil some eggs and put them in a bowl with unboiled eggs. Get everyone to grab an egg. On three everyone cracks the egg on their head. Those who are lucky get a bruise, those who didn't get a bruise and egg everywhere.

**9:20pm**

### **Review**

- How did it go?
- Any games people didn't enjoy?
- What was everyone's favourite game?
- Provide an opportunity for the scouts to reflect on their time participating in a Venturer night

**9:30pm**

Closing Parade

## **Not Long enough? Too much Time? No more ideas?**

The games should take a while if done properly. When you finish a game, clean up after, this extends the time you spend on each game and provides a chance for the Scouts and Venturers to talk. For instance, when there's flour and water everywhere after bobbing, ask the group to mop or when there is shaving cream on everyone, wash it off and rinse the mat off outside.

# ALL YOU NEED TO KNOW

## ABOUT VENTURERS



- Venturers is the next step from Scouts, more freedom, more choice and more fun. Your dreams are the limit of what you can achieve. Venturer Scouts enjoy interstate, national and even international travel experiences. You can learn to fly planes, abseil down cliffs or climb mountains. The opportunities are endless you just have to look wide.
- Adventurous Activities step up to a whole new level of adventure, with snow challenges, rafting, horse riding and scuba diving. It's all about experiencing new opportunities and making friends and having fun.

- A Venturer camp is a completely different experience to a Scout camp. Instead of a timed program and set patrols, Venturers is more of a choose your own adventure, where camps offer a variety of onsite and offsite activities to enjoy with your mates, all you have to do is turn up and participate! Nightly entertainment is a must at Venturer events with most holding large raves or all night movies, and many others, events which are sure to provide a good time.



There are four major Venturer camps over the course of the year, Anything Goes (AG) in February, Hoadley Hide, a competition hike held April school holidays, Winter Gathering (WG), a chill camp in the middle of the year, and Victorian Gathering (VG) at the end of the year, usually early December to finish off the year with a bang!



**Venturer  
Scouts**

# VENTURER CAMPS

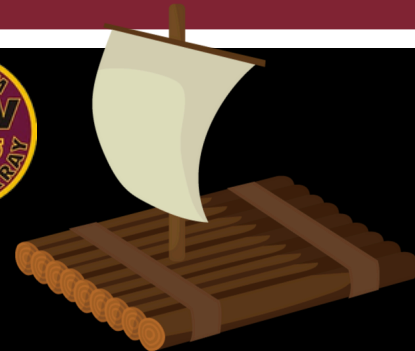
Venturer camps are awesome experiences and are definitely worth attending. With a calendar packed full of events which are open to anyone in the state, these camps are a great way to meet new people, learn new things and look wide!

Venturers have three annual activity camps, Vic Gathering (VG), Winter Gathering (WG), and Anything Goes (AG) however they are more commonly referred to by their acronyms. These camps are a great way to catch up or with friends and other Venturers across the state while choosing to enjoy many of the activities on offer.



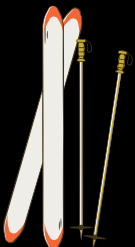
Venturers also have camps like Hoadley Hide and Armstrong 500, these are competition camps not too dissimilar to Scout Hike, where you compete against your friends in teams. Throughout the camp you complete stunts and challenges as quickly as possible to earn points while also having a great time.

BARCOM takes you along the Murray river on homemade rafts, working together as a patrol to safely raft down the river. BARCOM has two expeditions per year both occurring in the September school holidays, however spots are limited, and the camp is very popular, so keep an eye out for tickets which open the Sunday night of AG.



Iglute is another massive opportunity for those keen to experience some snow camping in the beautiful alpine environment of Mt Stirling. It is also great to experience cross country skiing, while also learning different alpine skills.

Snow Venture is an 8 day skiing and snow experience up at Bogong Rover Chalet. It is a great way to enjoy Victoria's high country, while experiencing cross country skiing and meeting new people. There are two trips for Snow Venture each year, one during the mid-year school holidays and another in the September holidays. Spots for Snow Venture are limited and highly sought after so if you want to go book as soon as tickets open.



Venture and NZ Venture are the major Venturer camps in the calendar. They occur every 3 or 4 years. They are similar to a Jamboree but are broken into two components an expedition and a core camp. Your expedition allows you to choose from activities like Scuba Diving to survival or cooking. The core camp where everyone attending the venture will meet for fun and activities before heading home.



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