



RANK WORKSHEET

Summit

Venturing

Name

Started

Completed

Summit is the highest Venturing rank. It recognizes Venturers who mentor others, lead adventures and service, and live by a personal code of conduct. Earning it shows you're ready to lead in Scouting and beyond.

Requirements

Every official requirement, in plain language. Check the official wording when you sign off (scouting.org/programs/venturing/venturing-awards-and-advancement/rank-advancement/summit-award/). Tips and examples are ideas, not extra requirements.

- ☐ **1** Take part in three or more additional Tier II or III adventures (seven in all) at any level; across them, you must have done at least one Tier III and served as leader on one

Tip: Plan to include a Tier III adventure and lead at least one. Work with experienced leaders and follow safety guidelines.

- ☐ **2** Complete Scouting America mentoring training before you begin mentoring anyone

Tip: Complete the mentoring training before you start mentoring. It gives you tools to coach others well.

- ☐ **3** After Pathfinder, mentor a Venturer who plans and runs a crew, council, territory, or national activity (one of your requirement 1 adventures): help them get ready to lead, gather resources, plan for contingencies, build an itinerary, train participants, and manage risk before and during it; take part and give feedback afterward

Tip: Help another Venturer plan and lead an activity. Offer support and honest, kind feedback afterward.

Example: Mentoring might be meeting a newer Venturer a few times while they plan a crew climbing weekend that is one of your requirement 1 adventures: help them set a budget, timeline, and backup plan, let them run the planning meeting and train the group, join the activity, then give honest feedback with one strength, one growth area, and one next step.

4 Officer service, training, or teaching ILSC: Choose 2 of 3

Tips for this section: Pick two leadership experiences that will stretch you, like serving as an officer, taking a new course, or leading ILSC.

Example for this section: Two options could be serving 6 months as crew president and leading an Introduction to Leadership Skills for Crews course for your crew's newest members.

- ☐ **4a** After Pathfinder, be a crew officer (president, VP, secretary, treasurer, quartermaster, historian, guide, or den chief; district-to-national Venturing offices also count) for 6+ months total. Roles add up, but two at once don't shorten the time, and gaps are fine. Set goals with your president (or Advisor, if you are president) at the start, and go over wins and struggles with them once mid-term

- ☐ **4b** Take part in or staff a leadership course such as NYLT, NAYLE, Order of the Arrow NLS, Sea Scout SEAL, or Wood Badge (age 18+), or an Advisor-approved non-Scouting course like NOLS; it must differ from the course used for Pathfinder 4b or Summit 4c

- ☐ **4c** Lead an Introduction to Leadership Skills for Crews course for your crew, another local crew, or a district or council event; then talk with your Advisor about how it built your crew's skills and what organizing it taught you

- ☐ **5** After Pathfinder, plan, develop, and lead others in a service project for a religious institution, school, or community (not Scouting America); first get the proposal approved by the group being helped, your Advisor, and a Venturer named by crew leaders

Tip: Choose a project that helps a non-Scouting organization, like a school, park, or food bank. Get approval first and plan carefully.

Example: Strong projects meet a real need: raised garden beds for a community garden, a supply drive and sorting system for a shelter, a restored trail section with a park, or a reading nook at a school. Plan it, recruit and lead helpers, and track hours and costs.

- ☐ **6** After Pathfinder, do a structured personal reflection on two realms (faith, self, or others; one realm twice is allowed), and use it to prepare for goal setting and your Advisor conference

Tip: Reflect on two realms. Journaling or talking with a mentor can help you dig deeper.

- ☐ **7** Write your own personal code of conduct shaped by what you explored about faith, self, and others

Tip: Write a short code of conduct that reflects your values. Keep it honest and personal.

Example: A code of conduct can be short and specific: "I tell the truth even when it costs me. I include people who are left out. I finish what I commit to, or I say early that I can't." Tie each line to something from your faith, self, or others reflections.

- ☐ **8** After Pathfinder, lead your crew members through an ethical controversy and conflict resolution scenario

Tip: Pick a scenario that sparks real discussion, and guide your crew to listen, share, and find common ground.

Example: Set up a scenario like this: a member saw someone break a crew safety rule on a trip but promised not to tell. Assign viewpoints, guide the discussion so everyone is heard, and lead the crew toward a resolution people can stand behind.

- ☐ **9** Hold an Advisor conference: share your code of conduct and explain how your faith, self, and others explorations and your goal setting shaped it (sharing a faith reflection is optional)

Tip: Share your code of conduct with your Advisor and talk about how you'll live it.

- ☐ **10** Pass a crew board of review after your Advisor conference

Tip: Share your journey and what you're proud of. The board wants to hear your story and plans.