

Special Interest Areas

Venturer Scouts undertake 12-hour projects in these areas:



Adventure & Sport

Feel adrenaline, expand your physical personal prowess in ways that are not covered by the Outdoor Adventure Skills.



Arts & Literature

Express yourself, be imaginative, and push creative boundaries.



Environment

Focus on the natural environment and actions that you can take to protect, enhance or learn more about it.



Creating a Better World

Follow the fundamentals of Scouting and the Scout Law in an effort to contribute to the world in a positive way.



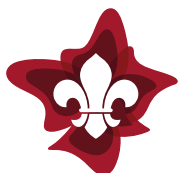
Growth & Development

Cultivate yourself as a person, understand others, and evolve in new skill areas.



STEM & Innovation

Develop your powerful, questioning, curious, scientific mind.



**1st Balmain
Venturer Scouts**